TRAVELLER

Book 4:Psion

Mind over Matter

TRAVELLER

PSION

CREDITS

Classic Traveller

Marc Miller

Loren Wiseman, John Harshman, Frank Chadwick, Darryl Hany, Winston Hamilton, Tony Svajlenka, Scott Renner, Doug Poe, David MacDonald, Wayne Roth, Paul R. Banner.

Mongoose Traveller

AUTHOR
Lawrence Whitaker

EDITOR
Richard Ford

LAYOUT
Will Chapman

INTERIOR ILLUSTRATIONS
Ryan Horvath, Ricardo Mendes, Danilo Morreti, Tony Parker, German Ponce, Evan Shipard & Ronald Smith

PROOFREADING
Charlotte Law

CONTENTS

INTRODUCTION	2
DEFINING PSIONICS	3
DOORS OF PERCEPTION	7
PSION CAREERS	13
PSIONIC POWERS	55
PSIONIC TRAUMA	73
PSIONIC EQUIPMENT	83
MIND SHIPS	89
INDEX	96

SPECIAL THANKS
Dominic Mooney, Stuart Machin, David Ives

PLAYTESTERS
Adam Gulwell, Alexander Fennell, Roger Calver, Dave Lai, Scott Hughes

Psion ©2009 Mongoose Publishing. All rights reserved. Reproduction of this work by any means without the written permission of the publisher is expressly forbidden. All significant characters, names, places,items, art and text herein are copyrighted by Mongoose Publishing.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without written permission. To learn more about the Open Game License, please go to www.mongoosepublishing.com.

This material is protected under the copyright laws of the United Kingdom and of the United States. This product is a work of fiction. Any similarity to actual people organisations, places or events is purely coincidental.

Traveller is a trademark of Far Future Enterprises and is used under licence.

Printed in the USA.

Introduction

This book focuses on psions and psionics. It is intended for both players and Referees and explores, in depth, psionic potential, powers, careers, campaigns, equipment and special rules and circumstances that need to be considered when psions are used in Traveller games.

It is a generic book, in that the rules are designed to fit any number of science fiction campaign styles: hard SF, space opera, science fantasy, anime, comic book recreations and so on. The rules are flexible and therefore offer a toolkit for Referees to use in building psionics that fit the feel and theme of their campaign. The rules also offer players a wealth of information useful for designing, developing and running psion characters.

The *Traveller* core rules are needed to get the most from Psions but you will find the core psionics rules from *Traveller* reproduced here for general convenience. The rest of the book expands and develops those rules, adding a plethora of new talents, powers, options and other considerations.

The book's structure is as follows:

Chapter 1: Defining Psionics

The basic psionics rules, plus an exploration of what psionics are and how they fit into different types of campaigns

Chapter 2: Doors of Perception

Testing for psionics and developing psionic talents. This chapter also begins the rules expansion in earnest.

Chapter 3: Psion Careers

Core career tables for psion characters, including Life Events, Mishaps, Career Progression and so forth. Special, campaign-type Genre Tables help to gear psion characters to the style of SF campaign being run.

Chapter 4: Psionic Powers

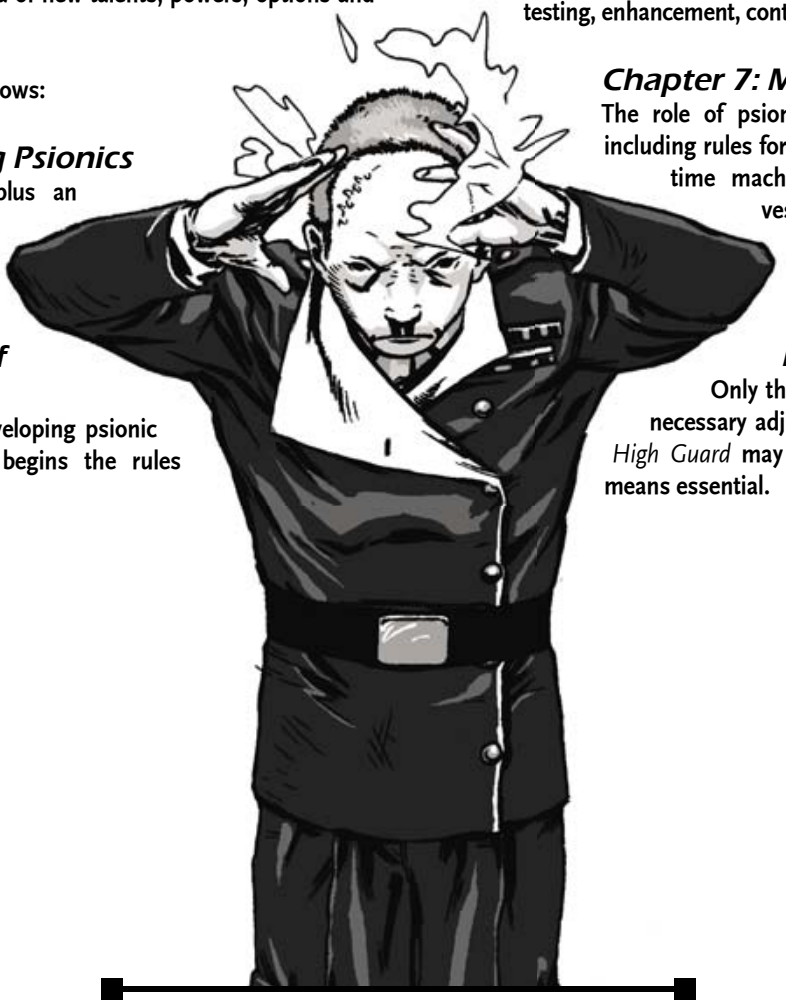
A comprehensive guide to psionic talents, powers and abilities.

Chapter 5: Psychosis and Psions

The effects of psionic capability on the sanity of psion characters, including rules for trauma, insanity, instability, mental defects and other conditions that may either enhance or diminish psionic capabilities.

Chapter 6: Psion Equipment

Devices and equipment geared specifically towards psionics: research, testing, enhancement, containment and weaponry.



Chapter 7: Mind Ships

The role of psions in starship operations – including rules for psionically powered vessels, time machines and trans-dimensional vessels.

What Else is Needed?

Only the *Traveller Core Rulebook* is a necessary adjunct to *Psion*. *Mercenary* and *High Guard* may prove useful but are by no means essential.

Defining Psionics

Ordinarily, acquiring information is done through the five senses of hearing, smell, taste, sight and touch. Likewise, performing physical actions is done through the seen, physical manipulation of the material world in ways that everyone can understand. These are *conventional, normal* activities.

Psionics or psionic power, is the ability to acquire information and affect physical actions using the power of the mind. Psionics are extrasensory in that they often bypass the traditional five senses as a channel of entry for information (and imparting it). In societies where scientific understanding of psionic phenomena and powers is limited or non-existent, psionics are often labelled as magic, witchcraft, sorcery, miracles or devilry. Those who are psionically gifted may be viewed as witches, witch-doctors, victims of possession, insane practitioners of evil or even prophets, saviours and messiahs. This is generally the level of understanding found in Tech Level 4 societies and below; at Tech Level 5, serious scientific research into psionics starts. At Tech Level 6 and above, psionics are acknowledged as a genuine force, with a scientific (as opposed to a superstitious) basis, even if the full concepts of psionics are not fully understood. The Psionics Tech Level table provides a general quantification of how psionics are *likely* to be viewed in society – although low Tech Level societies may well be enlightened enough to accept and appreciate the powers of the mind to the extent that they are not considered to be magical or divine powers and emanate from within.

This table is provided only as a general guide for how psionics *might* develop in *Traveller* campaigns. Advancements may occur earlier or later, depending on the type of campaign genre being played. Ultimately the Referee needs to decide the level of psionic development, although this book provides some guidance on how different campaign genres treat psionic abilities.

For example, in the universe of the Third Imperium a few humans – and other sophonts – have developed potent psionic abilities such as telepathy, telekinesis and even teleportation. In the Imperium, learning

Psionics Tech Level

Tech Level	TL Definition	Psionic Understanding and Development
0	Primitive	Psionics are viewed as gifts from the gods – or devils and demons.
1		Psionics are viewed as magical or sorcerous powers.
2		Psionics are viewed as witchcraft; opposed to advances in learning and scientific endeavour.
3		Psionics are viewed as a form of supernatural science, with the first scientific-based explorations of clairvoyance, telekinesis and telepathy.
4	Industrial	An acceptance that the mind can be used in ways beyond current scientific understanding but accompanied by continued social scepticism.
5		
6		Scientific endeavour begins to prove the existence of psionic powers and to develop the means of identifying those with psionic potential.
7	Pre-Stellar	
8		Psionic training begins, allowing the first, widely accepted demonstrations of psionic ability. Basic psionic talents are understood and can be actively developed in controlled environments to maximise potential.
9		Trained psions find acceptance to some degree in society, with psionics becoming integrated into commerce, industry and the military.
10	Early Stellar	
11		Psionic study and understanding helps develop artificial intelligence. Psionically-powered devices become available, as do devices for enhancing (and restricting) psionic powers.
12	Average Stellar	Advanced psionic talents are understood, trained and developed.
13		Basic psionic talents and powers replace certain conventional techniques, skills and practices in everyday life. Advanced talents and powers are optimised.
14		Advanced psionic talents and powers replace certain conventional techniques, skills and practices in everyday life. Higher states of being (Transcendence or Sublimation) are examined for the first time. Psionically-powered starships are developed.
15	High Stellar	Inter-dimensional travel and manipulation is understood and may be achieved, depending on approach and maturity of the society. Both basic and advanced psionic talents may also be the norm within society, rather than the exception.
16+	Transcendent	The society is either on the verge of or capable of, transcending the constraints of physical existence altogether. Inter-dimensional travel is not only possible but practiced. The need for traditional starship drives become redundant as advanced psionic talents permit far more efficient, sometimes instantaneous, forms of travel.

to harness this gift is a difficult process, made even harder by the Imperial ban on psionics. The psionics institutes that study mental powers have gone underground, following a disastrous attempt to guide human development centuries ago. In other civilisations, such as the Zhodani Consulate, psionics are an accepted part of the human condition.

CORE PSIONIC RULES

Psionics are powered by the Psionic Strength characteristic (abbreviation Psi). This characteristic cannot be rolled or bought during character creation without the Referee's permission. To determine a character's Psionic Strength, roll 2d6 and subtract the number of terms served by the character in any career (Psionic Strength diminishes over time unless actively used). For example, a 38 year old character (five terms served) would roll 2d6–5 to determine his Psionic Strength. A character with a Psionic Strength of 0 has no potential for psionic powers.

Using a psionic talent costs a number of Psionic Strength points, temporarily reducing the character's total. As the Characteristic DM for all Psionic skill checks is determined by the characters' current Psionic Strength total, it gets harder and harder to use powers as the character's strength declines.

Recovering Psionic Strength Points: Expended Psionic Strength points are recovered at the rate of one point per hour, beginning three hours after the character last used a psionic talent.

Campaign Level and Psi Points

Campaigns that have a heavy emphasis on psionics or where advanced talents are used regularly, may find that the method of calculating Psi offers too low a pool of Psi Strength to cope with the campaign or genre's demands.

Referees may therefore increase the Psi characteristic if they so wish. Determine the Psionic Strength as per above and then apply a modifier to the base rating to increase the Psi characteristics. Some suggestions are:

Campaign/Genre Type	Example	Psionic Strength Modifier
Traditional SF	*Third Imperium*	Base Psi
Psi-heavy, hard SF campaigns	*Babylon 5*	Psi + Int DM
Space Opera; Anime	*Hammer's Slammers*	Psi x 1.5
Science Fantasy; Comic Book	*Judge Dredd, Strontium Dog*	Psi x 2
Transcendent Cultures SF	*Dune, The Culture*	Psi x 2.5

When applying a multiplier as the modifier, always round up. *For example, a psionically trained super-soldier in a Hammer's Slammers type game has a base Psi of 7. Applying the modifier of x1.5 would give a Psi Strength of 7+3.5, rounded to 4 – so 11.*

TESTING FOR PSIONICS – BASIC PROCEDURE

The basic procedure for testing for psionic ability is presented here and is identical to that found in the *Traveller Core Rulebook*. **More detailed options are provided in the next chapter but for a quick start for psion characters, the basic procedure is fine.**

Any character who wishes to develop psionic abilities requires training. In settings where psionics are uncommon or illegal he must find a teacher. Finding such an instructor may be an adventure in itself. Most teachers will charge at least Cr. 5,000 to test the character's abilities. Testing takes two weeks. The first step is testing a character's Psionic Strength, which is determined as described above (2d6 – number of terms served, plus any modifiers for campaign type). If the character still has any Psionic Strength remaining, he can be trained. Training requires four months of work and costs Cr. 100,000, if the character is funding the training himself. If the character is discovered by a psionics development programme or a teacher seeking an apprentice, then training costs may be lower, negligible or nil – depending on campaign demands. As part of training, the character may attempt to learn any of the common psionic talents on the Common Psionic Talents table by making a Psionic Strength check. He may attempt the talents in any order but suffers a –1 DM per check attempted. If a character learns a talent, he gains that talent at level 0.

COMMON PSIONIC TALENTS

Talent	Learning DM
Telepathy	+4
Clairvoyance	+3
Telekinesis	+2
Awareness	+1
Teleportation	0

For example, Luka has just determined that she has a Psionic Strength of 9. She now rolls to determine powers. She can select powers in any order, so she begins with telekinesis. She roll 2d6+1 (her Psionic Strength DM) +2 (the Telekinesis learning DM) but unfortunately, the dice roll is a 3 for a total of 6 – less than eight, a failure and so she does not develop telekinesis. Next, she tries telepathy. She rolls 2d6 +1 (her Psionic Strength DM) +4 (the telepathy learning DM) –1 (one previous talent acquisition check) and gets a total of 10. Luka gains Telepathy at level 0.

BASIC PSIONIC TALENTS

There are several basic psionic talents; each of which works like a skill for the powers in question. A character trained in the use of psionics may develop his talents over time just as if they were normal skills. Unlike other skills, psionic talents cannot be used untrained. The most common talents are:

- Telepathy – reading minds and mental communication.
- Clairvoyance – perceiving at a distance.
- Telekinesis – mind over matter.
- Awareness – control over one's own mind and body.
- Teleportation – moving from one point to another instantly.

Each talent grants access to all of its powers – a character with Telepathy 0 can use *life detection*, *read surface thoughts* or *assault* as the situation demands.

ADVANCED PSIONIC TALENTS

This book introduces several new advanced talents that include extended groups of powers. These advanced talents are designed to introduce psionic abilities that go several stages beyond those given in this chapter and are designed to reflect the kinds and ranges of powers found in different forms of science fiction: space opera, science fantasy, comic book and so on.

Learning an Advanced talent depends on whether or not the talent is permissible in the campaign. If it is, then it is subject to a learning DM in the same manner as basic talents.

- Aura Perception – reading and manipulating psychic auras.
- Dimensional Manipulation – manipulating and travelling between parallel dimensions.
- Energy Kinesis – manipulating and controlling different forms of energy: electricity, light and heat.
- Machine Symbiosis – manipulating and controlling machinery.
- Personal Enhancement – using psionics to enhance skills and personal capabilities.
- Projection – projection of the mind beyond the confines of the body.
- Psionic Attack – psionics tuned specifically to combat.
- Psionic Defence – psionics tuned specifically towards defence.

- Ship Integration – integrating psionic capabilities with a starship, augmenting or even replacing certain functions.
- Tapping – drawing psionic power from others and from one's own physical characteristics.
- Temporal manipulation – the mental manipulation of time, allowing time travel.

ADVANCED PSIONIC TALENTS

Talent	Learning DM
Aura Perception	+1
Dimensional Manipulation	–3
Energy Kinesis	+1
Machine Symbiosis	–1
Personal Enhancement	0
Projection	–2
Psionic Attack	–2
Psionic Defence	–2
Ship Integration	–4
Tapping	–4
Temporal Manipulation	–4
Per previous talent acquisition check	–1

USING A PSIONIC TALENT

Basic and Advanced talents are fully explored in the next chapter but all use the same rules for psionic talents.

To activate a talent, the psion must make a skill check using the appropriate talent (Telepathy, Telekinesis and so on), adding his Psionic Strength characteristic DM and any other DMs. He must also spend the listed number of Psionic Strength points if he succeeds or one point if he fails. If this cost brings him below 0 Psionic Strength, then any excess points are applied to his Endurance score as damage. A character with no Psionic Strength points cannot attempt to activate a power. Using a talent in combat is a significant action. Many abilities are ranged.

The Psionic Range table lists the number of points required to project an ability out to a given range – these must be paid as well as any points to activate the ability. Each talent has a different set of costs, with the exception of Awareness – all Awareness abilities apply to the psion only. The range bands are the same as those for combat; see page 64 of the *Traveller Core Rulebook* for more information.

For example, a Psion could read the mind of a target at Medium range using the Telepathy power **read surface thoughts** *for 3 Psionic Strength points (2 for the ability, 1 for the range).*

Doors of Perception

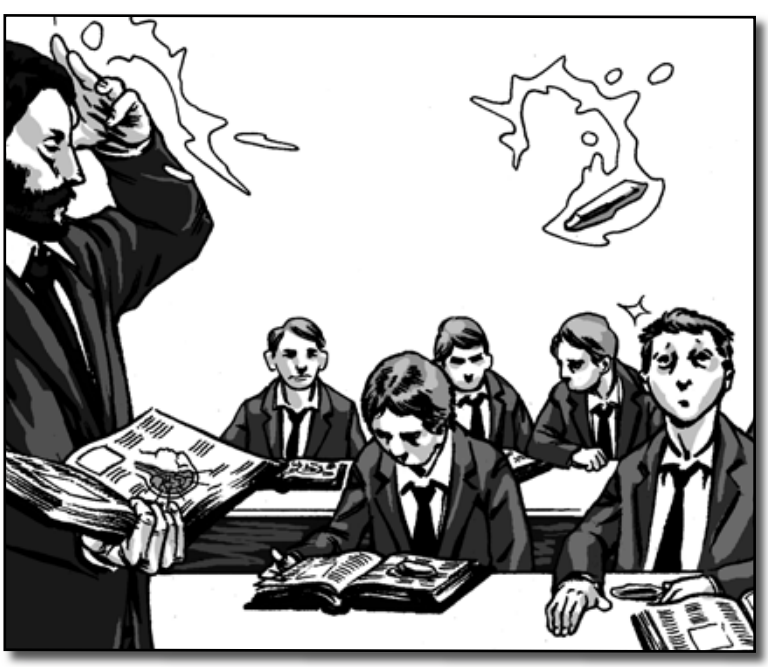
This chapter details the development of psionic abilities; how they occur, how they are discovered and how they are then trained and developed.

The *Traveller* rules takes the stance that psionics are tested for and developed in an institutional framework; this may or may not fit your campaign. Various ways for uncovering and training psionic talents are explored in this chapter.

Latent Psionic Potential

The old myth has it that only 10% of the brain is used to its full potential, inferring that the other 90% is where psionic powers are stored, locked from sight until some trigger blows away the cobwebs and reveals a psion in all their glory. Yet brain imaging techniques such as PET (Positron Emission Tomography) and FMRI (Functional Magnetic Resonance Imaging) have established that a great deal of the brain is in constant use, with different sections being used to different degrees for different tasks. Small amounts of damage to the brain can have profound physical and neurological effects, which means that all of the brain is important and a lot of it is in constant use – far more than the 10% myth would have us believe.

For the purposes of *Traveller*, it is assumed that psionic abilities are present in everyone. The vast majority of people have a very, very low level of Psionic Strength – too low to manifest as psionic powers, yet strong enough to trigger that sixth sense, gut-feeling and personal intuition that everyone relies upon from time to time. In some, though, through the unique structure of their brain and the way certain areas work together, Psionic Strength is much stronger and draws not just on brain functions but also the energy that runs throughout the entire body. These people have the potential to become psions, if their capabilities are identified, understood and trained in the right way.



This is known as Latent Psionic Potential – the naturally occurring but untrained, barely developed capability to use psionic powers. Some races, such as the Zhodani of the Third Imperium, have a higher propensity for psionics than others. In some campaigns, psions arise not because of training at a psionics institute but as a result of laboratory experiments (drugs or intellect boosting, say) or as a result of mutation or specialised genetic selection or manipulation. The course of Latent Psionic Potential may therefore have some consequences for psionic characters, as discussed below.

Determining Latent Psionic Potential

Page 152 of the *Traveller Core Rulebook* details how to determine Psionic Strength. However, this presupposes that Latent Psionic Potential is strong enough in the first place (as the result of Referee permission). Another way is to randomly determine Latent Psionic Potential, as detailed here.

- Roll 2d6 and apply the appropriate DMs, according to your character's background, campaign type and so on
- If the result is 11+, the character is psionic and Psionic Strength is determined as per page 152 of the *Traveller Core Rulebook* and the notes regarding Psionic Strength on page 4 of the first chapter of this book.

If the roll fails, even with DMs being applied, then the character has not been able to realise his Latent Psionic Potential. He may attempt again in a year but must throw 12+ to realise that potential.

Psionic Training

Having realised psionic potential and calculated Psionic Strength, the character is now in a position to be formally trained in psionics, developing his talents and powers. The Psionic Powers chapter, beginning on page 55, details the various learning DMs for basic and advanced talents. This section focuses on training options and offers guidance on what talents are likely to be available to the character.

This section presupposes one of two things:

- Psionic potential is being realised before the character embarks on a formal *Traveller* career, as detailed in the Psionic Careers chapter

...or...

- Psionic potential is being realised after the career process has finished and the character is actively travelling and adventuring.

Latent Psionic Potential Modifiers

History/Circumstances	Modifier	Notes
One parent is a trained psion	+1 to +4	Roll 2d6 for the parent's Psionic Strength; DM is equal to their Psionic Strength divided by 3 (round to nearest and always with a minimum of 1)
Both parents are trained psions	+1 to +8	Roll 2d6 for the both parents' Psionic Strength; DM is equal to their combined Psionic Strength divided by 3 (round to nearest and always with a minimum of 1)
Character has been exposed to mutagens leading to strengthened Latent Psionic Potential	+1 to +6	Roll 1d6 to determine the potency and hence the DM, of the mutagen
Character has taken part in scientific experiments to heighten Latent Psionic Potential	+2 to +4	Either +2, +3 or +4 depending on the extent of the experiments. Referee decides the extent.
Character has undergone specific genetic selection or manipulation to increase Latent Psionic Potential	+1 to +6	Either roll 1d6 to determine the strength of the genetic manipulation or the Referee decides its extent.
Character comes from a planet, race or society where psionics are the norm	+5	Dependent on background, culture and so forth. The DM may be lower or higher, depending on the circumstances
Character has experienced a deep-seated emotional trauma, normally during adolescence, that may heighten Latent Psionic Potential	+1d3	Experiences during adolescence may trigger latent abilities which manifest as poltergeist activity, premonitions and so on.
Character has spent formative years as part of a religious or mystical society where mental training forms a core focus, leading to increased psionic potential	+1 to +6	The DM depends on how deeply the religious or mystical society treats psionic abilities. An order of justice-upholding knights in an ancient galactic republic might, for example, exclusively train young acolytes in developing their potential, resulting in a +5 or +6 DM. Others may only skirt the possibilities.
Character has always been aware of being 'different' and has trained himself in developing Latent Psionic Potential	Int DM	Youthful exploration is unguided and often unfruitful; use the Int characteristic DM
Character has spent time in the company of other psions and has learned techniques to develop his own Latent Psionic Potential	+1 to +4	Being in the company of psions does not guarantee a transfer of psionic abilities, however the character is likely to gain insights through observation, conversation and perhaps training. Character gains +1 for each year spent in such company, up to a maximum of +4 (although other DMs from this table may boost this figure further)
A highly evolved, psionically strong race has singled the character out for development of Latent Psionic Potential	+2 to +7	Roll 1d6+1 to determine how much the sophisticated race enhances psionic potential; or the Referee decides the value of the DM
A career path has explored the character's Latent Psionic Potential, yet never fully exploited it	+2	The character has undergone some training but never in a formal, serious way – or funding was cut, preventing a true exploration of psionic potential
Character gains a mentor who is an active psion	+1d3	The wise-old savant/tutor is a staple of science fiction stories; the character has been apprenticed to such a person or taken under his wing as a protégé

Various options present themselves for training and are described below. The options available to characters need to be based on what fits the campaign, although most options have some place in most campaign types.

Psionics Institute

Institutes fall into two broad categories:

- Universities where study of psionics forms a core competency
- Dedicated institutes where only psionics are studied and developed

Depending on how psionics are viewed in the campaign setting, university study might be impossible and psionic institutes might be shady, underground organisations that need to keep their existence a secret.

Enrolling in one or the other is therefore dependent on the legality of psionics in society. One might have to struggle to even find a contact that can put a character in touch with an underground institute, for example. In other circumstances it may be as easy as filling in an online application, turning up for the interview, undergoing a test for Latent Psionic Ability and then attending the courses and partaking in trials and experiments.

If Psionics are Openly Tolerated and Promoted

Both universities and psionic institutes are available. Both can test for Latent Psionic Potential and the level of competence may provide an additional DM to the Latent Psionic Potential roll. Roll 2d6 to determine the quality of the establishment and find the DM applicable to the Latent Psionic Potential throw.

2d6	Quality	University	Psionic Institute
2-3	Poor	–1	–1
4-6	Mediocre	0	0
7-8	Average	0	+1
9-10	Good	+1	+2
11	Excellent	+2	+3
12	Outstanding	+3	+4

Assuming the character is psionic, then roll for enrolment in the seat of learning. DMs are gained for:

- Edu 10+ +1
- Social 10+ +1
- Psionic Strength DM
- Aged 30+ –2

Enrolment Table

Quality	University	Institute
Poor	5+	6+
Mediocre	6+	7+
Average	7+	8+
Good	8+	9+
Excellent	9+	10+
Outstanding	10+	11+

If the enrolment fails, the character may try again the following year but at a –1 DM for each subsequent enrolment attempt.

University

		Basic Talents		Advanced Talents	
Quality	Learning DM	Available	Cost (Cr)	Available	Cost
Poor	–2	1	50,000	None	—
Mediocre	–1	1d3	80,000	None	—
Average	0	1d3	100,000	1d3–1	200,000
Good	+1	1d3+1	110,000	1d3	220,000
Excellent	+2	1d3+2	130,000	1d3+1	250,000
Outstanding	+3	1d3+2	150,000	1d3+2	300,000

Psionic Institute

		Basic Talents		Advanced Talents	
Quality	Learning DM	Available	Cost (Cr)	Available	Cost
Poor	–1	1d3	60,000	1d3–1	160,000
Mediocre	0	1d3	90,000	1	180,00
Average	+1	1d3+1	100,000	1d3	200,000
Good	+2	1d3+2	115,000	1d3+1	230,000
Excellent	+3	1d3+2	135,000	1d3+2	260,000
Outstanding	+4	1d3+2	160,000	1d3+3	320,000

Once enrolled, study and development is conducted in blocks of 4 months. As part of their training, characters can attempt to learn one of the offered talents per 4 month block and pay the appropriate training fee, which depends on the quality of the establishment. The talents available again depend on quality of training, as indicated below.

The Learning DM is applied to the Learning DM for the talent the psion is training in – see the Psionic Powers chapter for the lists of basic and advanced talent Learning DMs. The cost is per talent studied and is payable in advance of study. If the talent is unsuccessfully developed (as a result of Learning DMs), then half the fee is repaid.

A character can remain in training at a university or institute for a full year (as long as he can afford the fees) before having to re-enrol. The re-enrolment is the same as for the first enrolment but with a +1DM. A character can only re-enrol twice more (so a maximum of three years full study) before he must find a new establishment to continue his psionic development.

If Psionics are Illegal

Psions are often viewed with fear and distrust. In some campaigns, psionic development may be actively outlawed with known psions not just registered with the authorities but persecuted, exiled or interred (and usually subjected to psionic restraint so that their powers cannot be used).

Training psionic powers is therefore much more difficult to do. No university or official seat of learning will train in psionics. Underground psionics institutes may still exist but working in secret and with funding and equipment denied (not to mention the constant vigilance of the authorities), the quality and costs of study will be lower and higher respectively.

The Quality roll for the psionic institute is subject to a –2 DM. The costs for training are also increased by 20%, regardless of the quality of the establishment. Enrolment is the same but is a risky enterprise. Any character attempting to enrol in an underground psionic institute must throw Stealth or Deception 8+ to avoid arrest by the authorities. If arrested, then whatever punishment society enforces is brought to bear and the character cannot attempt to enrol again, within that society (being either monitored by the authorities or blackballed by the institute, which does not want to run the risk of discovery).

Mystical Order

Certain mystical or religious orders school their adherents in psionic development, often wrapped-up in the lore of their belief and treated, perhaps, as divine powers or even magic.

A character who chooses the Mystical Order profession need not go through the process presented here; it is designed for characters who convert to the order or join it, after their formal career in another service has ended. Orders that take psionic powers seriously tend to have their own training academies and mentors who can offer training services equivalent to the best psionics institutes – even if they lack the equipment that the scientific establishments have in abundance, relying on traditional methods for developing talents.

The first procedure is to gain acceptance to the order; this is generally Edu 8+, reflecting the character's ability to show the appropriate devotion and understanding of practices and requirements. A DM

Mystical Order Psionics Approach

2d6	Approach	Latent Psionic Potential DM	Basic Talents	Advanced Talents	Learning DM
2-3	None. The order shuns psionics.	0	—	—	—
4-6	Lip service. Psionics are treated as a rare gift.	0	1d3	1d3–1	–1
7-8	Average. Psionics are seen developed in those who possess the potential.	+1	1d3	1d3	0
9-10	Devout. Psionics form a core part of the belief system.	+2	1d3+1	1d3	+1
11	Very devout. Psionic training is encouraged amongst key members of the order.	+3	1d3+2	1d3+1	+1
12	Extremely devout. Psionic powers are fundamental to the order's belief system. All members are trained.	+4	1d3+2	1d3+2	+2

for Psionic Strength may also be appropriate, if the order places high stock on psionic capability and if the character has already tested for psionic potential.

Training in psionic talents takes 4 months, under the tutelage of trained mentors, however training costs may be negligible or nil, on the understanding that the character then serves the order's needs in some capacity. Training costs should be no higher than Cr. 100,000 for a basic talent but may be considerably less.

The talents on offer depend largely on the order's nature. Some may be taboo and some advanced talents may be trained as basic talents if they are a standard part of the order's belief and practice system.

The Mystical Order Psionics Approach table (on page 10) can be used to determine an order's approach to psionics on-the-fly.

Psionic Mentor

A mentor takes on a student and trains him in developing his Latent Psionic Potential and his talents. A mentor may very well lack the kind of facilities available to religious orders and psionics institutes, so the time spent training in a talent is generally one year rather than 4 months (see below); but the trade-off is that all the student needs to do is pay for his own upkeep in this period and perhaps act as an apprentice and companion to the mentor for the duration of the study.

How one comes across a mentor is a campaign decision that may be the result of an Ally or Contact developed during character creation or one made during game play. The mentor need not be the archetypal hermetic mystic or exiled psion; he might be from a mundane background with a genuine enthusiasm for the psionics craft, eager to pass-on his knowledge for ends good or ill.

The amount of time a mentor needs to spend in training his apprentice is always a *minimum* of 4 months. To calculate how many additional months must be spent in training, subtract the mentor's skill in the psionics talent being trained from 8 and add the difference to the base of 4 months.

For example, old Ben is training his naive young apprentice in the art of telekinesis. Ben has Telekinesis 2, so it will take him (8–2)+4 = 10 months of training to bring his apprentice to Telekinesis 0.

The benefit of a mentor is constant, one-on-one tuition. The Learning DM for the talent being taught gains a +1 DM reflecting the close relationship between master and pupil. Naturally enough, a student can only learn those talents that the mentor himself is trained in, so the Referee will need to decide these talents in advance, making appropriate, campaign-contextual decisions, as to the mixture of basic and advanced talents the mentor knows.

Time Spent With Other Psions

The simple act of constant exposure to other psions can result in Latent Psionic Potential being realised and talents being developed. This is neither an easy nor guaranteed process; psionics are not contagious, however by observing and experiencing active psionics on a daily basis, one may realise one's own latent potential and develop a psionic talent.

If a character is taken and deliberately trained, then use either the mentor or psionic institute rules, presented earlier, for the training period. If the character simply wants to see if his realised psionic potential translates into a fully-fledged psionic talent, without dedicated training, use this system:

Test for Latent Psionic Potential, with appropriate DMs as outlined in the table on page 7.

Roll Psi 10+. If successful, the character develops a Raw Talent. The talent should reflect the prevailing psionic talents being used in the society where the character has spent his time. Alternatively it can be a completely random talent that has been surfaced through simple experience and exposure. A Raw Talent is not a trained talent but it is not a completely untrained one either. The character can operate the powers of the talent but at a –1 DM (rather than –3 for an untrained skill) until he becomes trained, by one of the methods described in this chapter.

A Raw Talent does not grant access to all of the powers in that talent. The Raw Talent psion has a number of powers equal to 1+ his Psionic Strength DM (of course, he cannot exceed the maximum number of powers associated with a talent). Full training to bring him up to level 0 may not grant access to all of the talent's powers.

Personal Experimentation/Development/Trauma

This method of acquiring psionic powers is based on the scenario that the character realises his own psionic potential, either through personal intuition and experimentation or acquires them as a result of physical or emotional trauma that unlocks the Psionic Strength he never realised he possessed.

Characters who acquire psionic abilities in this way always treat their talents as Raw Talents, as described in the section above. This means the use of the talent is at a –1 DM until formal training takes place and the raw psion has 1+ Psionic Strength DM powers for that talent. Unlocking powers in this way is likely to be either abrupt or mentally stressful. So, the character must successfully roll End 8+ to avoid gaining a level of Psionic Trauma as a result of either experimentation or emotional/physical trauma that acted as the catalyst for the psionics. If the roll is a natural 2, the character gains 2 levels of Psionic Trauma – but he also gains an additional Raw Talent, determined randomly.

Developing the Raw Talent into a fully trained talent requires either a mentor or formal training as previously discussed.

Physical Disability and Natural Psionics

Psions who are physically disadvantaged, yet psionically powerful, are a staple of SF. If a Referee permits it and a character desires it, the following process can be used to create such a character.

- Latent Psionic Potential is not checked for; it is present already.
- The character starts with a base Psionic Strength of 1d3.
- Physical characteristics (Str, Dex and End) are rolled for as normal.
- The character then transfers points from the physical characteristics to Psionic Strength, at a ratio of 2 physical points to each Psionic Strength point.
- No physical characteristic can fall below 1.
- Psionic Strength cannot exceed the maximum of 15 (unless the campaign setting is designed to accommodate higher Psionic Strength scores).
- The depletion of physical characteristics must be described by the character: stunted growth; limb deformity; vastly weakened immune system and so forth.
- The talents that the character possesses, at level 0, are determined randomly using the table below. The character should record how many physical characteristic points have been translated into Psionic Strength points and cross-reference against both the basic and advanced talent columns. The result is how many talents are known.

Total Physical Characteristic Points Translated to Psionic Strength	Basic Talents	Advanced Talents
2-4	1	—
5-9	2	—
10-14	2	1
15-19	3	1
20-24	3	2
25-29	4	2
30-33	4	3

The number of talents that are considered trained (i.e. level 0) is equal to the Psi DM. Thus, a character who has transferred 24 physical characteristic points into 12 Psionic Strength points has 3 basic talents and 2 advanced talents. His Psionic Strength DM is +2, meaning that 3 of those talents, either basic or advanced, begin at level 0. The remaining talents are Raw Talents, with a –1 DM.

Every Raw Talent has access to 1d3 powers, although training the Raw Talent to level 0 will increase the available powers to their full complement.

Psion Careers

This chapter provides career paths for psions: both psions who are part of a dedicated psionics agency (such as the Psi Corp of Babylon 5's universe) and psions as part of the established career paths detailed in the *Traveller Core Rulebook*.

In the case of psions in established careers, it is assumed that the psion has been identified and given some form of basic training and development before the career takes place; he is therefore known to his superiors as a psion and given duties and assignments that make the most of his capabilities. This assumes, of course, that services in your *Traveller* campaign make active use of psions: if they do not (because they fear them or because psions are outlawed) then you need not use the career tables and options presented in this chapter and stick with those of the *Traveller Core Rulebook*.

If you are using one of Mongoose's licensed *Traveller* settings, such as *Babylon 5* or *Judge Dredd*, then the rules for psions presented in that setting should take precedence over those presented here, although you will find, by and large, that licensed settings follow the core mechanics and make use of the talents, both basic and advanced, found in this book.

This chapter also provides several new careers tailored specifically to psions with certain talents. There is therefore the Temporal Agency career, the Inter-Dimensional Agent career and the Psion-Spacefarer career. These are careers designed to use the advanced talents found in the next chapter and both players and Referees will need to be familiar with those talents (and Referees allow them in the first place, as part of the campaign).

Dedicated Psion Agency

The dedicated Psion Agency is a body concerned with identifying, recruiting, developing and policing other psions. Its resources are contracted out to other services although it maintains its own agenda and activities.

The Psi Agency may be a covert, clandestine operation or one sanctioned by a state or government, depending on the campaign type. Recruits to the Psi Agency are all potentially psionic and Psi Strength should be determined for the character (with modifications for age and previous career terms), although Talents should not be determined before the career starts, if this is the character's inaugural career. Any Talents already determined as a result of previous careers are permissible.

Enlistment: Psi 6+
Int 8+ gain a +1 DM to the Qualification Check.
If you are aged 30 or more, you have a –4 DM to your Qualification Check.
–2 DM for every previous career.

Assignments: Choose one of the following:

- Research: You are involved in psionic research, both theoretical and practical.
- Pursuit: You are responsible for tracking down latent psions and hunting rogue psions for punishment, conditioning or study.
- Liaison: You form part of an elite team that advises governments, rulers or corporations on psionic matters.

Basic Training: You are trained in one Basic Talent without needing to roll to learn it. You begin with that Talent at Level 0. Roll 1d6 to determine which talent:

1.	Awareness	2.	Clairvoyance	3.	Telekinesis
4.	Telepathy	5.	Teleportation	6.	Special

If you roll Special, you may select 1d3+2 Powers from *any* of the Basic Talents. These form a Talent particular to you; give it an appropriate name. This Talent begins at 0 and improves in the same way as any other Talent. However, when you learn new Talents, the Powers it contains that replicate your specialised talent are not replaced with others.

Mustering-Out Benefits

Roll	Cash (Cr.)	Other Benefit
1	1,000	Scientific Equipment
2	2,000	Psionic Equipment or Implant
3	5,000	Weapon
4	8,000	+1 Social
5	12,000	+1 Int
6	25,000	+1 Psi Strength
7	50,000	TAS (or equivalent society in the campaign) membership

Ranks and Benefits

Rank	Pursuit/Liaison	Skill or Benefit
0	Intern	
1	Operative	Admin 1
2	Agent	
3	Field Agent	Investigate 1
4	Executive Agent	
5	Assistant Director	+1 Social
6	Director	

Rank	Research	Skill or Benefit
0	Intern	
1	Research Assistant	Social Science (Psi) 1
2		
3	Researcher	Science (any) 1
4	Fellow	
5	Assistant Director	+1 Social
6	Director	

Career Progress

	Survival	Advancement
Research	End 5+	Int 8+
Pursuit	Psi 6+	End 7+
Liaison	Int 8+	Soc 8+

Skills and Training

	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)
1	+1 Str	Drive (any)	Comms
2	+1 Dex	Athletics	Investigate
3	+1 End	Gun Combat (any)	Computers
4	+1 Psi	Admin	Deception
5	+1 Int	Melee (any)	Leader
6	+1 Psi Talent (any already trained in)	New Basic Talent	Stealth
	Specialist: Research	Specialist: Pursuit	Specialist: Liaison
1	Social Science (any)	Gun Combat (any)	Diplomat
2	Life Science (any)	Persuaded	Leadership
3	Computers	Athletics (any)	Advocate
4	Psi Science	Stealth	Broker
5	New Basic Talent	New Basic Talent	New Basic Talent
6	New Advanced Talent	Psi Talent (any already trained in)	Psi Talent (any already trained in)

Mishaps

2d6	Mishap
2	Severely injured. Roll twice on the Injury table and take the lower result.
3	You suffer Psionic Backlash as a result of strenuous psionic activity. Gain 2 levels of Psionic Trauma.
4	An investigation or project goes horribly wrong, threatening your career. Roll Psi 8+. If you fail, roll twice on the Injury table, taking the lower result. You gain an Enemy but also +1 to any skill or Talent you choose.
5	You learn something that you should not and people want you dead for it. Gain an Enemy and Deception 1.
6	A project is proved to be completely flawed, causing deep social embarrassment. You are demoted one rank.
7	Your powers uncover a traitor in your midst but you have no means of exposing them and they work against your progress this term. Lose one Skill roll.
8	Your work benefits either criminals, rogue psions or an enemy. You gain +1 to any skill or Talent but must leave this career immediately.
9	Your abilities are called into question. Roll Psi 8+ to convince colleagues and superiors of your powers. If you fail, lose your next Advancement roll.
10	You are targeted by the enemy due to your psionic capabilities. Roll End 8+. If you fail, roll on the Injury table. If you succeed, gain either Deception, Investigate or Stealth, as well as 1 level of Psionic Trauma.
11	Psionically injured. Gain 1 level of Psionic Trauma.
12	Injured. Roll on the Injury table.

EVENTS

d66	Event
11	Disaster! Roll on the Mishap table but you are not ejected from this career.
12	A mission results in you using your psionic powers overzealously. Gain +1 to any trained Talent but also gain 1d3 Rivals from amongst your colleagues
13	Life Event. Roll on the Life Events table (page 34 of the *Traveller Core Rulebook*).
14	You complete a mission for your superiors and are suitably rewarded. Gain a +1DM to any one Benefit roll from this career.
15	You are selected to act as a mentor for new a psionic recruit. Roll 1d6 to see what happens with the recruit under your wing: 1 The recruit is aggressive and resents your efforts. Gain an Enemy. 2 The recruit sees you as competition. Gain a Rival. 3 The recruit prospers. Gain a level of Leadership. 4 Your efforts are rewarded by your superiors. Gain +2 to your next advancement check. 5 The recruit prospers and you become close friends. Gain an Ally. 6 You both learn psionically. Gain either +1 Psi or +1 to a trained Talent.
16	A mission or project gives you a strange insight into your powers. Gain Science (Psi).
21	You are given advanced training in a specialist field. Throw Education 10+ to gain any one skill.
22	Investigating a network of rogue psions, you must roll Endurance 7+. If you succeed, you bring them to justice and gain +4 DM to your next advancement check. If you fail, you become sympathetic to their cause. Gain 1d3 Contacts amongst the renegades but lose your next advancement check.
23	You go above and beyond the call of duty. Gain a +2 DM to your next Advancement check.
24	Your powers and investigative abilities make the news feeds. Roll Social 8+. If you succeed, gain a further Benefit roll.
25	Your work brings you into contact with influential people who seek to use your abilities for their own ends. Roll Education 8+. If successful, you may resign your position as a Psion Agent and automatically qualify for a Citizen career (see *Traveller Core Rulebook*) at one rank higher than your current position. If you fail, you remain in this career but gain an Ally.
26	Fall in love with a colleague. This results in you gaining a Rival as your lover spurns their existing companion for you. Roll 2d6 for the number of years your love affair lasts. If this takes you into your adventuring career properly, then you are still with your lover when play begins and the relationship may continue indefinitely. Your lover is also an Ally.
31	You are selected for specialist Psionics Training. Throw Psi 9+. If you succeed, choose either to: Increase a Talent by 1 level; or, Gain a Power from any other Talent you are not capable of using. You may use this Power by rolling against your Psi but always at –3 until you are competent with that Power's Talent.
32	You are given specialist training in firearms. Gain Gun Combat (any) 1.
33	Life Event. Roll on the Life Events table (page 34 of the *Traveller Core Rulebook*).
34	Your work hardens you to the effects of Psionic Trauma. If you have accrued any levels of Psionic Trauma, reduce it by 1. If you have not accrued any Psionic Trauma, you may ignore the first level you receive.
35	A colleague or contact imparts a great secret about your organisation. Your Referee will decide what this is. Roll Int 8+. If you succeed, you gain Investigate as a result.
36	A friend or lover dies. Roll Investigate 8+. If successful, you discover the death was murder. Gain the murderer as an Enemy and dedicate your life to bringing him to justice. If you fail, you have your suspicions of murder but not enough evidence to prove guilt.
41	You volunteer for an advanced psion research programme into Advanced Talents. Roll Psi 8+. If you succeed, you may test for one Advanced Talent your Referee chooses, gaining a +1 DM to the Learning of that Talent.
42	You are given a special assignment or duty in your specialisation. Gain a +1DM to any one Benefit roll.
43	Advancements in research benefit you. Gain a +1 DM to the use of any one Basic Talent Power.
44	Enemies of psions seek to corrupt you. If you accept their advances, gain 3 additional Benefit rolls but throw Deception 8+ to avoid detection. If you succeed, you must continue to throw Deception+Psi (Telepathy) 8+ each term you spend in this career to avoid detection. If you are detected you are immediately expelled and sentenced to psionic reconditioning – you lose one Talent, randomly chosen, completely.
45	You are assigned to desk duties. Gain 1 level of Admin.
46	Life Event. Roll on the Life Events table (page 34 of the *Traveller Core Rulebook*).
51	You are instrumental in helping to break a secret route aiding rogue psions evade the gaze of the agency. Gain 1 level in Stealth and +2 to your next advancement roll. You also gain an Enemy in the shape of the organisers of the escape route.
52	Gain any skill from the tables in this career at level 1. However, one of your Psionic Powers in any one Talent of your choice becomes impotent and you cannot use it.
53	You are given advanced training in a specialist field. Throw Education 8+ to gain any one skill.

54	Your commanding officer takes an interest in your career. Either gain Tactics or take a +4DM to your next Advancement roll (in any career) thanks to his aid.
55	You are enlisted in a special advancement programme. Roll Int 8+. If you succeed, you gain +1 to your Psionic Strength. If you fail, roll once on the Advanced Education table and gain that skill.
56	An Enemy makes an attempt on your life. Make a further Survival roll for this term. If you fail, roll twice on the Injury table and apply both results. If you succeed, make a roll against any one combat skill. If you succeed, roll 1d6: 1 Your enemy escapes uninjured. 2 Your enemy is lightly wounded but escapes. 3 Your enemy is seriously wounded but escapes. 4 Your enemy is lightly wounded and captured. 5 Your enemy is seriously wounded but captured. 6 Your enemy is killed.
61	You inadvertently scan a friend or loved one and discover a deep secret; what is it? 1 He or she has been unfaithful to you. 2 He or she is a traitor. 3 He or she is involved in some form of scandal. 4 He or she has been involved in a crime. 5 He or she is really an Enemy. 6 He or she knows something of great value or power but you cannot identify what it is.
62	You are captured by the enemy and subjected to psionic experimentation. Throw Survival 8+. If you succeed, gain +1 Endurance. If you fail, roll 1d6 1 Lose 1d3 Psi Strength 2 –1 DM to any one Talent 3 –1 DM to any one Power 4 Gain 1 level of Psionic Trauma 5 Lose 1 Str or Dex 6 Roll on the Injury Table Regardless of the result, you are rescued and gain a +2 DM on your Benefit roll for this term.
63	Gain a further roll on the Personal Development table.
64	You are accused of a crime. Roll Edu, Psi or Advocate 9+ to prove your innocence. If you succeed you are exonerated and gain an extra Benefit roll and +2 to your next advancement check. If you fail, you spend the remainder of the term in prison and must leave this career next term.
65	Gain an additional roll on any of the skill tables for this career.
66	You may train in a new Talent. The Learning DM for the Talent is 1 less than that listed.

PSION AGENTS

Psion Agents are recruited, trained and used by government agencies, such as the police. Psions in this career use their abilities in the service of the agency's agenda, which may have little to do with direct psionic capabilities; for example, the character might act as a profiler or interrogator for a police agency.

Qualification: Int 7+.
–2 DM for every previous career.
+1 DM for Psi 7+.

Assignments: Choose one of the following:

- Law Enforcement: You were a police officer or detective using your abilities to aid investigations.
- Operations: You worked as a spy or saboteur.
- Corporate: You worked as a corporate psion, spying on rival organisations and using your abilities to make the corporation more powerful.

CAREER PROGRESS

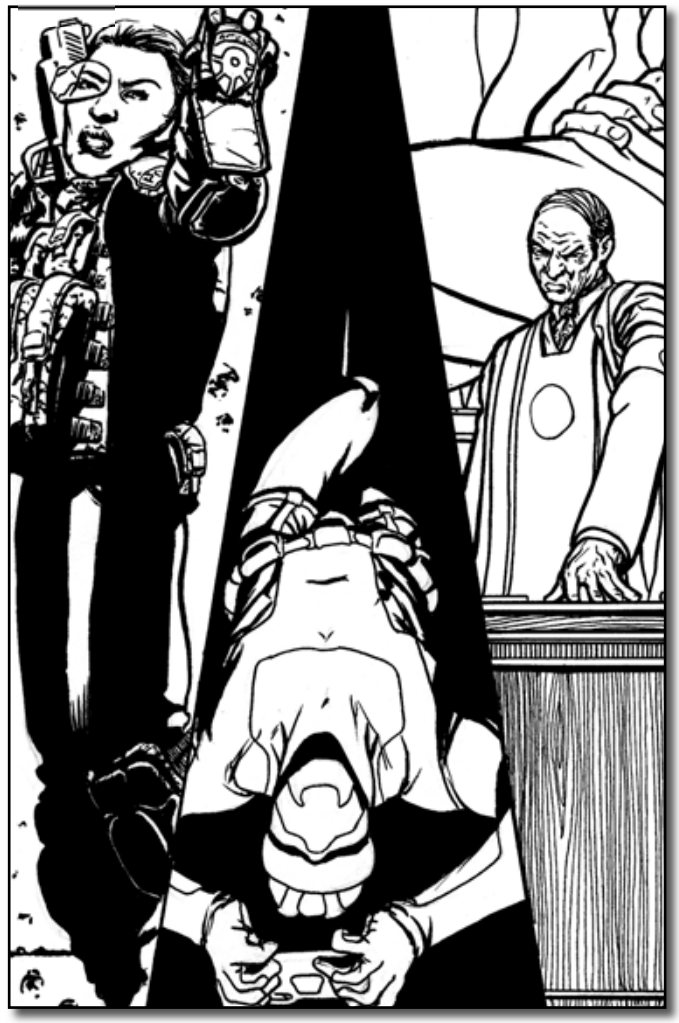
	Survival	Advancement
Law Enforcement	End 7+	Int 7+
Operations	Dex 9+	Int 5+
Corporate	End 5+	Int 9+

MUSTERING-OUT BENEFITS

Roll	Cash (Cr.)	Other Benefit
1	1,000	Scientific Equipment
2	2,000	+1 Int
3	5,000	Ship Share
4	7,500	Weapon
5	10,000	Combat or Psionic Implant
6	25,000	+1 Social
7	50,000	TAS (or equivalent society in the campaign) membership

RANKS AND BENEFITS

Rank	Law Enforcement	Skill or Benefit	Operations/ Corporate	Skill or Benefit
0	Officer			
1	Corporal	Streetwise 1	Agent	Deception 1
2	Sergeant			Investigate 1
3	Lieutenant			
4	Detective	Investigate 1	Field Agent	Gun Combat (any) 1
5	Chief	Admin 1		
6	Com - missioner	+1 Social	Executive	+1 Psi Strength



SKILLS AND TRAINING

	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)
1	Gun Combat (any)	Streetwise	Advocate
2	+1 Dex	Drive (any)	Comms
3	+1 End	Investigate	Computers
4	Melee (any)	Computers	Medic
5	+1 Int	Recon	Stealth
6	Athletics	Gun Combat (any)	Basic Psionic Talent (+1)
	Specialist: Law Enforcement	Specialist: Operations	Specialist: Corporate
1	Investigate	Investigate	Investigate
2	Recon	Recon	Computers
3	Streetwise	Comms	Stealth
4	Stealth	Stealth	Gun Combat (any)
5	Melee (any)	Persuade	Deception
6	Advocate	Deception	Streetwise

MISHAPS

2d6	Mishap
2	Severely Injured. Roll twice on the Injury table and take the lower result.
3	A criminal or other figure under investigation offers you a deal. Accept and you leave this career without further penalty. Refuse and you must roll twice on the Injury table and take the lower result. You gain an Enemy and any skill of your choice.
4	An investigation goes critically wrong, ruining your career. Roll Advocate 10+. If you succeed, you may take one extra Benefit roll from this career.
5	You learn something that you should not know and people want to kill you for it. Gain an Enemy and Deception 1.
6	Your work ends up coming home with you and someone gets hurt. Choose one of your Contacts, Allies or family members and roll twice on the Injury table for them, taking the lower result.
7	Use of your powers kills an innocent party. Roll Edu 8+; if you succeed you are exonerated. If you fail, you must leave this career immediately. Either way, gain 1 level of Psionic Trauma.
8	Your work benefits either criminals, rogue psions or an enemy. You gain +1 to any skill or Talent but must leave this career immediately.
9	Your abilities are called into question. Roll Psi 8+ to convince colleagues and superiors of your powers. If you fail, lose your next Advancement roll.
10	You are targeted by the enemy due to your psionic capabilities. Roll End 8+. If you fail, roll on the Injury table. If you succeed, gain either Deception, Investigate or Stealth, as well as 1 level of Psionic Trauma.
11	Psionically injured. Gain 1 level of Psionic Trauma.
12	Injured. Roll on the Injury table

EVENT

d66	Event
11	Disaster! Roll on the mishap table but you are not ejected from this career.
12	An investigation takes on a dangerous turn. Roll Investigate 10+ or Streetwise 10+. If you fail, roll on the mishap table. If you succeed, gain one of these skills: Deception, Jack of All Trades, Persuade or Tactics.
13	You complete a mission for your superiors and are suitably rewarded. Gain a +1 DM to any one Benefit roll from this career.
14	You establish a network of contacts. Gain 1-3 Contacts.
15	You are given advanced training in a specialist field. Throw Education 10+ to gain any one skill.
16	Life Event. Roll on the Life Events table.
21	You go undercover to investigate an enemy. Roll Deception 10+. If you succeed, roll immediately on the Criminal or Citizen (Corporate) Events table and make one roll on the Specialist skill table for that career. If you fail, roll immediately on the Criminal or Citizen (Corporate) Mishaps table.
22	You go above and beyond the call of duty. Gain a +2 DM to your next Advancement check.
23	You are given specialist training in vehicles. Gain Drive (any) 1, Flyer (any) 1, Pilot (any) 1 or Gunner (any) 1.
24	You are befriended by a senior agent. Either gain Investigate or take a +4 DM to an Advancement roll (in any career) thanks to his aid.
25	Your efforts uncover a major conspiracy against your employers. You are automatically promoted.
26	Fall in love with a colleague. This results in you gaining a Rival as your lover spurns their existing companion for you. Roll 2d6 for the number of years your love affair lasts. If this takes you into your adventuring career properly, then you are still with your lover when play begins and the relationship may continue indefinitely. Your lover is also an Ally.
31	You are selected for specialist Psionics Training. Throw Psi 9+. If you succeed, choose either to: Increase a Talent by 1 level; or, Gain a Power from any other Talent you are not capable of using. You may use this Power by rolling against your Psi but always at –3 until you are competent with that Power's Talent.
32	You are given specialist training in firearms. Gain Gun Combat (any) 1
33	Life Event. Roll on the Life Events table (page 34 of the *Traveller Core Rulebook*)
34	Your work hardens you to the effects of Psionic Trauma. If you have accrued any levels of Psionic Trauma, reduce it by 1. If you have not accrued any Psionic Trauma, you may ignore the first level you receive.
35	A colleague or contact imparts a great secret about your organisation. Your Referee will decide what this is. Roll Int 8+. If you succeed, you gain Investigate as a result.

36	A friend or lover dies. Roll Investigate 8+. If successful, you discover the death was murder. Gain the murderer as an Enemy and dedicate your life to bringing him to justice. If you fail, you have your suspicions of murder but not enough evidence to prove guilt.
41	You volunteer for an advanced psion research programme into Advanced Talents. Roll Psi 8+. If you succeed, you may test for one Advanced Talent your Referee chooses, gaining a +1 DM to the Learning of that Talent.
42	You are given a special assignment or duty in your specialisation. Gain one skill from the Specialist table.
43	Advancements in research benefit you. Gain a +1 DM to the use of any one Basic Talent Power.
44	Enemies of psions seek to corrupt you. If you reject their advances gain +1 to your next Advancement roll. If you accept their advances, gain 3 additional Benefit rolls but throw Deception 8+ to avoid detection. If you succeed, you must continue to throw Deception + Psi (Telepathy) 8+ each term you spend in this career to avoid detection. If you are detected you are immediately expelled and sentenced to psionic reconditioning – you lose one Talent, randomly chosen, completely.
45	You are assigned to desk duties. Gain 1 level of Admin.
46	Life Event. Roll on the Life Events table (page 34 of the *Traveller Core Rulebook*)
51	You gain the friendship of a Senior Agent. Gain +2 to any advancement check (in any career) thanks to his influence and gain an Ally.
52	Gain any skill from the tables in this career at level 1. However, one of your Psionic Powers in any one Talent of your choice becomes impotent and you cannot use it.
53	You are given advanced training in a specialist field. Throw Education 8+ to gain any one skill.
54	Your commanding officer takes an interest in your career. Either gain Tactics or take a +4 DM to your next Advancement roll (in any career) thanks to his aid.
55	You are enlisted in a special advancement programme. Roll Int 8+. If you succeed, you gain +1 to your Psionic Strength. If you fail, roll once on the Advanced Education table and gain that skill.
56	An Enemy makes an attempt on your life. Make a further Survival roll for this term. If you fail, roll twice on the Injury table and apply both results. If you succeed, make a roll against any one combat skill. If you succeed, roll 1d6: 1 Your enemy escapes uninjured. 2 Your enemy is lightly wounded but escapes. 3 Your enemy is seriously wounded but escapes. 4 Your enemy is lightly wounded and captured. 5 Your enemy is seriously wounded but captured. 6 Your enemy is killed.
61	You inadvertently scan a friend or loved one and discover a deep secret; what is it? 1 He or she has been unfaithful to you. 2 He or she is a traitor. 3 He or she is involved in some form of scandal. 4 He or she has been involved in a crime. 5 He or she is really an Enemy. 6 He or she knows something of great value or power but you cannot identify what it is.
62	You are captured by the enemy and subjected to psionic experimentation. Throw Survival 8+. If you succeed, gain +1 Endurance. If you fail, roll 1d6: 1 Lose 1d3 Psi Strength. 2 –1 DM to any one Talent. 3 –1 DM to any one Power. 4 Gain 1 level of Psionic Trauma. 5 Lose 1 Str or Dex. 6 Roll on the Injury table. Regardless of the result, you are rescued and gain a +2 DM on your Benefit roll for this term.
63	Gain a further roll on the Personal Development table.
64	You are accused of a crime. Roll Edu, Psi or Advocate 9+ to prove your innocence. If you succeed you are exonerated and gain an extra Benefit roll and +2 to your next advancement check. If you fail, you spend the remainder of the term in prison and must leave this career next term.
65	Gain an additional roll on any of the skill tables for this career.
66	You may train in a new Talent. The Learning DM for the Talent is 1 less than that listed.

PSION ARMY

Some armies make use of psions to supplement field capabilities and for intelligence-gathering purposes. Although psionically-trained soldiers may well be attractive, their use on the battlefield can be counterproductive; developing a psion is costly and placing a psion soldier in the line of fire poses a risk to that investment. However, some armies may well deploy psionic troops in a field of conflict to act as combatants, so this is reflected in the Battlefield Service tables and events.

Enlistment: Psi 6+.

- End 8+, gain +1 DM to the Qualification Check.
- If you are aged 30 or more, you have a –4 DM to your Qualification Check.
- –2 DM for every previous career.

Assignments: Choose one of the following:

- Intelligence: You were involved in intelligence gathering, surveillance and logistics, using your powers to give your side the edge.
- Infantry: You formed part of a psion infantry unit, employing your abilities on the battlefield.
- Special Forces: You were part of an elite Special Forces unit, using your powers to enhance the extraordinary skills already in evidence within the team.

CAREER PROGRESS

	Survival	Advancement
Intelligence	Int 5+	Edu 9+
Infantry	Str 7+	Psi 7+
Special Forces	Psi 9+	Int 9+

MUSTERING-OUT BENEFITS

Roll	Cash (Cr.)	Benefits
1	2,000	Combat Implant
2	5,000	+1 Int
3	10,000	+1 Edu
4	10,000	Weapon
5	10,000	Armour
6	20,000	Combat Implant, +1 End
7	30,000	+1 Soc

RANKS AND BENEFITS

Rank	Title	Skill or Benefit
0	Private	Gun Combat (any) 1
1	Lieutenant	Leadership 1
2	Captain	
3	Major	Tactics 1
4	Lt. Colonel	
5	Colonel	
6	General	Social Standing 10 or +1 Social Standing, whichever is higher

SKILLS AND TRAINING

	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)
1	+1 Str	Drive (any)	Comms
2	+1 Dex	Athletics	Sensors
3	+1 End	Gun Combat (any)	Computers
4	+1 Psi	Gun Combat (any)	Tactics
5	Gambling	Melee (any)	Leader
6	Medic	Psi Talent (any already trained in)	Admin
	Specialist: Intelligence	Specialist: Infantry	Specialist: Special Forces
1	Comms	Gun Combat (any)	Stealth
2	Recon	Melee (any)	Deception
3	Computers	Heavy Weapons (any)	Gun Combat (any)
4	Remote Operations	Stealth	Melee (any)
5	Sensors	Athletics	Athletics
6	Investigate	Psi Talent (any already trained in)	Psi Talent (any already trained in)

MISHAPS

2d6	Mishap
2	Severely injured. Roll twice on the Injury table and take the lower result.
3	You suffer Psionic Backlash as a result of strenuous psionic activity. Gain 2 levels of Psionic Trauma.
4	You are sent to a very unpleasant region (jungle, swamp, desert, icecap, urban) to battle against guerrilla fighters & rebels. Gain Recon or Survival but also gain the rebels as an Enemy.
5	Your powers fail to help a unit in trouble, leading to catastrophe. Gain an Enemy from that unit and –1 DM to your next Advancement check.
6	You face severe prejudice amongst your colleagues who cannot accept a psion in their midst. Gain a Rival. Roll Int 7+; if you succeed, you gain their confidence with time, turning the Rival into a Contact. If you fail, gain a –2 DM to your next Advancement check.
7	Your powers uncover a traitor in your midst but you have no means of exposing them and they work against your progress this term. Lose one Skill roll.
8	Your intelligence leads your unit into a dangerous situation. Either roll twice on the Injury table, taking the lower result or take 1 level of Psionic Trauma or roll End 8+. If you choose the End roll and you fail, you suffer both the injury *and* the Psionic Trauma. If you succeed, you emerge unscathed from the incident but you gain a Rival from amongst your unit who blames you for the situation.
9	Your abilities are called into question. Roll Psi 8+ to convince colleagues and superiors of your powers. If you fail, lose your next Advancement roll.
10	You are targeted by the enemy due to your psionic capabilities. Roll End 8+. If you fail, roll on the Injury table. If you succeed, gain either Deception, Investigate or Stealth, as well as 1 level of Psionic Trauma.
11	Psionically injured. Gain 1 level of Psionic Trauma.
12	Injured. Roll on the Injury table.

EVENTS

d66	Event
11	Disaster! Roll on the Mishap table but you are not ejected from this career.
12	A mission results in you using your psionic powers overzealously. Gain +1 to any trained Talent but also gain 1d3 Rivals from amongst your colleagues.
13	Life Event. Roll on the Life Events table (page 34 of the *Traveller Core Rulebook*).
14	You complete a mission for your superiors and are suitably rewarded. Gain a +1DM to any one Benefit roll from this career.
15	You are selected to act as a mentor for a new psionic recruit. Roll 1d6 to see what happens with the recruit under your wing: 1 The recruit is aggressive and resents your efforts. Gain an Enemy. 2 The recruit sees you as competition. Gain a Rival. 3 The recruit prospers. Gain a level of Leadership. 4 Your efforts are rewarded by your superiors. Gain +2 to your next advancement check. 5 The recruit prospers and you become close friends. Gain an Ally. 6 You both learn psionically. Gain either +1 Psi or +1 to a trained Talent.
16	You establish a network of psionic contacts in the Army. Gain 1d3 Contacts.
21	You are given advanced training in a specialist field. Throw Education 10+ to gain any one skill.
22	Roll Psi 8+. If you succeed you have a premonition; roll 1d6 to see what it is. 1 Your premonition does not come to pass and your reputation suffers. –2 to your next advancement check. 2 You foresee the actions of the enemy. Gain a level of Tactics. 3 You foresee that the long-term actions of a colleague are detrimental to your unit. Gain a Rival. 4 You foresee a way to make money. Gain an additional roll on the financial benefits table. 5 You foresee corruption or dishonesty within your unit. If you expose it, gain Advocate but also gain 1d3 enemies. 6 You foresee a disaster and your warning averts death. Gain +4 to your next advancement check.
23	You go above and beyond the call of duty. Gain a +2 DM to your next Advancement check.
24	You are given specialist training in vehicles. Gain Drive (any) 1, Flyer (any) 1, Pilot (any) 1 or Gunner (any) 1.
25	You are befriended by a senior officer. Either gain Investigate or take a +4 DM to an Advancement roll (in any career) thanks to his aid.

26	You fall in love with a colleague. This results in you gaining a Rival as your lover spurns their existing companion for you. Roll 2d6 for the number of years your love affair lasts. If this takes you into your adventuring career properly, then you are still with your lover when play begins and the relationship may continue indefinitely. Your lover is also an Ally.
31	You are selected for specialist Psionics Training. Throw Psi 9+. If you succeed, choose either to: Increase a Talent by 1 level; or, Gain a Power from any other Talent you are not capable of using. You may use this Power by rolling against your Psi but always at –3 until you are competent with that Power's Talent.
32	You are given specialist training in firearms. Gain Gun Combat (any) 1.
33	Life Event. Roll on the Life Events table (page 34 of the Traveller Core Rulebook).
34	You are seconded to the Navy. Resolve your next term using the Psion Naval tables on page 26.
35	You are assigned to an urbanised planet torn apart by war. Gain Stealth 1, Streetwise 1, Persuade 1 or Recon 1.
36	A friend or lover dies. Roll Investigate 8+. If successful, you discover the death was murder. Gain the murderer as an Enemy and dedicate your life to bringing him to justice. If you fail, you have your suspicions of murder but not enough evidence to prove guilt.
41	You are assigned to a planet with a hostile or wild environment. Gain Vacc Suit 1, Engineer (life support) 1, Animals (any) 1 or Recon 1.
42	You are given a special assignment or duty in your unit. Gain a +1DM to any one Benefit roll.
43	You are thrown into a brutal ground war. Throw Endurance 10+ to avoid injury; if you succeed, you gain Gun Combat (any) or Leadership. If you throw 12, you also gain a +1 DM to one Power from one of your trained Talents.
44	Surrounded and outnumbered by the enemy, you hold out until relief arrives. Gain a +2 DM to your next Advancement check.
45	You are assigned to desk duties. Gain 1 level of Admin.
46	Life Event. Roll on the Life Events table (page 34 of the Traveller Core Rulebook)
51	You are assigned to a peacekeeping role. Gain Admin 1, Investigate 1, Deception 1 or Recon 1.
52	Life Event. Roll on the Life Events table.
53	You are given advanced training in a specialist field. Throw Education 8+ to gain any one skill.
54	Your commanding officer takes an interest in your career. Either gain Tactics or take a +4 DM to your next Advancement roll (in any career) thanks to his aid.
55	You are awarded a citation for meritorious conduct. Gain +2 to your next advancement roll and a +2 DM on the benefits table for this term.
56	An Enemy makes an attempt on your life. Make a further Survival roll for this term. If you fail, roll twice on the Injury table and apply both results. If you succeed, make a roll against any one combat skill. If you succeed, roll 1d6: 1 Your enemy escapes uninjured. 2 Your enemy is lightly wounded but escapes. 3 Your enemy is seriously wounded but escapes. 4 Your enemy is lightly wounded and captured. 5 Your enemy is seriously wounded but captured. 6 Your enemy is killed.
61	Psionic training leads to you being able to use one of your psionic powers with greater efficiency. The Psi cost for the power chosen is always half (rounded down with a minimum of 1 point) the usual cost.
62	You are captured by the enemy and subjected to psionic experimentation. Throw Survival 8+. If you succeed, gain +1 Endurance. If you fail, roll 1d6: 1 Lose 1d3 Psi Strength. 2 –1 DM to any one Talent. 3 –1 DM to any one Power. 4 Gain 1 level of Psionic Trauma. 5 Lose 1 Str or Dex. 6 Roll on the Injury Table. Regardless of the result, you are rescued and gain a +2 DM on your Benefit roll for this term.
63	Gain a further roll on the Personal Development table.
64	You display heroism in battle. You are automatically promoted.
65	Gain an additional roll on any of the skill tables for this career.
66	You may train in a new Talent. The Learning DM for the Talent is 1 less than that listed.

PSION DRIFTER

Psion Drifters may well be renegades from a regime that actively persecutes psions. Alternatively, they may have become drifters following some form of mental trauma related to their abilities which makes them either unemployable elsewhere, a liability or socially damaged so that drifting is preferable to remaining in the comfort of a fixed society. Psion Drifters may thus be criminals as much as renegades or wanderers.

Qualification: Automatic.

Assignments: Choose one of the following:

- Barbarian: You lived on a primitive world without the benefits of technology, persecuted for your powers.
- Wanderer: You lived hand to mouth in slums and starports across the galaxy, travelling at random, evading your persecutors.
- Scavenger: You worked as a low-level blue collar or on a salvage crew, keeping your abilities hidden as much as possible.

CAREER PROGRESS

	Survival	Advancement
Barbarian	End 9+	Str 9+
Wanderer	End 9+	Int 9+
Scavenger	Dex 9+	End 9+

MUSTERING-OUT BENEFITS

Roll	Cash	Benefits
1	None	Contact
2	None	Weapon
3	1,000	Ally
4	2,000	Weapon
5	3,000	Test for an Advanced Talent at +1 DM to the Learning roll.
6	4,000	Ship Share
7	8,000	Two Ship Shares

RANKS AND BENEFITS

Rank	Barbarian	Skill or Benefit	Wanderer	Skill or Benefit	Scavenger	Skill or Benefit
0		Surival 1		Street -wise 1		Vacc Suit 1
1						
2	Warrior	Melee (blade) 1		Decep -tion 1		Trade (belter) or Mechanic 1
3						
4	Chieftain	Leader -ship 1				

SKILLS AND TRAINING:

	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)
1	+1 Str	Athletics	N/A
2	+1 End	Melee (Unarmed combat)	N/A
3	+1 Dex	Recon	N/A
4	+1 End	Streetwise	N/A
5	+1 Int	Stealth	N/A
6	+1 Psi	Survival	N/A
	Specialist: Barbarian	Specialist: Wanderer	Specialist: Scavenger
1	Animals (any)	Athletics	Pilot (any)
2	Carouse	Deception	Mechanic
3	Melee (Blade)	+1 Basic Talent	+1 Basic Talent
4	+1 Basic Talent	Stealth	Vacc Suit
5	Seafarer (any)	Streetwise	Zero-G
6	Survival	Survival	Gun Combat (any)

MISHAPS

2d6	Mishap
2	Severely injured. Roll twice on the Injury table and take the lower result.
3	Injured. Roll on the Injury table and gain 1 level of Psionic Trauma.
4	You run afoul of a criminal gang, corrupt bureaucrat or other foe. Gain an Enemy.
5	You suffer from a life-threatening illness. Reduce your Endurance by 1.
6	Betrayed by a friend. One of your Contacts or Allies betrays you, becoming a Rival or Enemy.
7	You suffer from a psychological disorder. Reduce your Psi Strength by 1.
8	Use of your powers has made you a wanted man, sought by criminals, bounty hunters or the authorities. Gain 1d3 Enemies and reduce Social Standing by 1d3 (to a minimum of 1).
9	You have served prison time. Forfeit all skill rolls and advancement checks for this term.
10	Your own powers terrify you. You do not use them unless you can absolutely help it. In times of stress you must roll Endurance 8+ to retain this self control.
11	You do not know what happened to you. There is a gap in your memory.
12	Psionic Trauma has blocked-out all knowledge and memory of your powers. Agree with your Referee what is needed to retrigger them.

EVENTS

d66	Event
11	Disaster! Roll on the Mishap table but you are not ejected from this career.
12	Life on the edge hones your abilities. Gain any skill.
13	Life Event. Roll on the Life Events table (page 34 of the Traveller Core Rulebook).
14	You complete a mission for your superiors and are suitably rewarded. Gain a +1DM to any one Benefit roll from this career.
15	You use your powers to turn a dangerous or risky situation into something for your benefit. Gain an additional Benefit roll for this term and throw Psi 8+. If you succeed, you gain a +1 DM for using one particular Power from a trained Talent.
16	Your psionic abilities save the life of someone. Change any Enemy into a Rival, any Rival into a Contact and any Contact into an Ally.
21	You are given advanced training in a specialist field. Throw Education 10+ to gain any one skill.
22	A deal goes wrong but you learn from it. Gain one skill from any of the Drifter career tables but suffer a –2 DM to your Benefit roll for this term.
23	You throw yourself into a hedonistic lifestyle to dull the painful memories. Gain Carouse 1 and Gambler 0 but lose your Benefit roll for this term. Also roll End 8+. If you fail you become dependent on alcohol or narcotics.
24	You find a mentor for your psionic abilities. Gain an Ally and +1 Psi Strength.
25	You are forced to change your identity. Roll Deception 8+. If successful, your new identity is convincing and you automatically gain all the necessary supporting papers and documents to support the identity. If you fail, your new identity is always suspect and incurs a –2 DM whenever you need to use it to convince others.
26	You fall in love with a colleague. This results in you gaining a Rival as your lover spurns their existing companion for you. Roll 2d6 for the number of years your love affair lasts. If this takes you into your adventuring career properly, then you are still with your lover when play begins and the relationship may continue indefinitely. Your lover is also an Ally.
31	You are approached by a secret society that has need of your abilities. You may enlist in the Underground Psion Network automatically next term. If you choose not to, you still gain the network as a Contact.
32	You gain an insight into one of your psionic powers. When using this power you gain a +1 DM to your Psi (Talent) roll.
33	Life Event. Roll on the Life Events table (page 34 of the Traveller Core Rulebook).
34	Life on the edge hones your abilities. Gain any skill.
35	You are forcibly drafted. Roll on the Draft next term.

36	A friend or lover dies. Roll Investigate 8+. If successful, you discover the death was murder. Gain the murderer as an Enemy and dedicate your life to bringing him to justice. If you fail, you have your suspicions of murder but not enough evidence to prove guilt.
41	You are forced to kill someone to prevent your powers being exposed or to evade capture. Gain Melee (any) but also 1d3 Enemies from either a Psionic Agency, a Mystical Order or other drifters.
42	Your powers bring you into contact with a Mystical Order. If your Referee permits it, you may join this order next term.
43	Your travels bring you into contact with a Secret. Roll Psi 8+. If you succeed, the secret relates to one of your powers and you gain a +1DM to its use. If you fail, the secret relates to the powers of a Rival or an Enemy (if you have one; if you don't, then once you gain one during play, this event will apply). When that Person tries to use one Power against you, it will be at a –1 DM. The Referee will decide which Power is affected.
44	Your abilities mark you out as some form of messiah or saviour. Gain +1 Social and 1d6 Allies.
45	You are offered a chance to take part in a risky but rewarding adventure. Roll 1d6. On a 1-2, you are injured – roll on the injury table. On 3-4, you survive but gain nothing. On a 5-6, you succeed. Gain a +4 to one Benefit roll.
46	Life Event. Roll on the Life Events table (page 34 of the Traveller Core Rulebook).
51	You are attacked by enemies. Gain an enemy if you do not have one already and roll either Gun Combat 10+ or Stealth 10+ to avoid a roll on the Injury table.
52	You encounter something unusual. Go to the Life Events table and have an Unusual Event (see page 34 of the *Traveller Core Rulebook*).
53	You are given advanced training in a specialist field. Throw Education 8+ to gain any one skill.
54	You manage to scavenge something of use. Gain a +1DM to any one Benefit roll.
55	You pick up a few useful skills here and there. Gain Jack of all Trades, Survival, Streetwise or Melee (unarmed combat).
56	An Enemy makes an attempt on your life. Make a further Survival roll for this term. If you fail, roll twice on the Injury table and apply both results. If you succeed, make a roll against any one combat skill. If you succeed, roll 1d6: 1 Your enemy escapes uninjured. 2 Your enemy is lightly wounded but escapes. 3 Your enemy is seriously wounded but escapes. 4 Your enemy is lightly wounded and captured. 5 Your enemy is seriously wounded but captured. 6 Your enemy is killed.
61	Psionic training leads to you being able to use one of your psionic powers with greater efficiency. The Psi cost for the power chosen is always half (rounded down with a minimum of 1 point) the usual cost.
62	You are captured by the enemy and subjected to psionic experimentation. Throw Survival 8+. If you succeed, gain +1 Endurance. If you fail, roll 1d6: 1 Lose 1d3 Psi Strength. 2 –1 DM to any one Talent. 3 –1 DM to any one Power. 4 Gain 1 level of Psionic Trauma. 5 Lose 1 Str or Dex. 6 Roll on the Injury Table. Regardless of the result, you are rescued and gain a +2 DM on your Benefit roll for this term.
63	Gain a further roll on the Personal Development table.
64	A contact offers you a chance at a job. If you accept, you gain a +4 DM to your next Qualification roll but you owe that contact a favour.
65	Gain an additional roll on any of the skill tables for this career.
66	You may train in a new Talent. The Learning DM for the Talent is 1 less than that listed.

PSION NAVY

As with the army, psions are valuable to the navy for their capabilities in intelligence gathering and surveillance. However, given the complexities of space travel and the nature of some psionic talents, they can also be useful as astrogators, communications specialists and diagnosticians. Some navies of a sufficiently developed TL may use psions as pilots; however, it is recommended that the Psion Spacefarer career is used for developing psion characters who are dedicated to piloting space vessels.

The navy does not, traditionally, train its own psions but recruits already trained psions. It is therefore necessary for psion characters to have 1 trained Talent before joining.

Enlistment: Int 8+.
If you are aged 34 or more, you have a –4 DM to your enlistment check.
–2 DM for every previous career.
+1 DM for Psi 8+.

Assignments: Choose one of the following:

- Line/Crew: You served as a general crewman or officer on a ship of the line. An average Naval career.
- Engineering/Gunnery: You served as a specialist technician on a ship. This gives good technical skills but is difficult to advance in unless you are highly intelligent.
- Psion Auxiliary: You served as a member of a dedicated team of psions providing support across a wide range of functions: astrogation, intelligence, comms, remote ops and so on.

CAREER PROGRESS

	Survival	Advancement
Line/Crew	Int 5+	Edu 9+
Engineering/Gunnery	Int 7+	Edu 7+
Psion Auxiliary	Int 7+	Psi 9+

MUSTERING-OUT BENEFITS

Roll	Cash (Cr.)	Benefits
1	1,000	Air/Raft or one Ship Share
2	5,000	+1 Int
3	5,000	+1 Edu or two Ship Shares
4	10,000	Weapon
5	20,000	TAS
6	50,000	Shuttle or two Ship Shares
7	50,000	+1 Psi

RANKS AND BENEFITS

Rank	Title	Skill or Benefit
0	Crewman	
1	Ensign	
2	Sub lieutenant	Melee (blade) 1
3	Lieutenant	Leadership 1
4	Commander	Tactics 1
5	Captain	Social Standing 10 or +1 Social Standing, whichever is higher
6	Admiral	Social Standing 12 or +1 Social Standing, whichever is higher

SKILLS AND TRAINING

	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)
1	+1 Str	Pilot (any)	Remote Operations
2	+1 Dex	Vacc Suit	Astrogation
3	+1 End	Zero-G	Engineer (any)
4	+1 Int	Gunner (any)	Computers
5	+1 Edu	Mechanic	Navigation
6	+1 Psi	Admin	Basic Psi Talent (any)
	Specialist: Crew	Specialist: Eng/Gun	Specialist: Psion Aux
1	Comms	Comms	Comms
2	Mechanic	Mechanic	Science (any)
3	Gun Combat (any)	Sensors	Tactics
4	Sensors	Engineer (any)	Jack of All Trades
5	Melee (any)	Gunner (any)	Astrogation
6	Vacc Suit	Computer	Vacc Suit

MISHAPS

2d6	Mishap
2	Severely wounded. Roll twice on the Injury table and take the lower result.
3	You fall in love with, or develop a crush on, a serving colleague. Roll 1d6: 1-4, Fellow Crewman; 5-6, an Officer. The affection is unreciprocated leaving you feeling bitter towards that individual.
4	Your ship is destroyed in a naval battle. You survive in an escape pod but the ensuing inquiries and post-mortems end your career.
5	A serious accident occurs on your watch and you are blamed for it. The accident is not your fault and is the result of another crew-member's negligence. Suffer a –2 DM to your next promotion roll and gain an Enemy.
6	A disaster is blamed on your powers – either for not preventing the disaster or for contributing towards it. Forfeit your next promotion and lose 1 Social Standing
7	Fear and loathing for psions amongst your crewmates leads to a series of situations that harm your career this term. Suffer a –4 DM to your Advancement check but gain Deception 0.
8	You are placed in the frozen watch but something goes wrong. Lose either 1d3 Powers in a trained Talent or take a –3 DM to one Talent.
9	Injured. Roll on the Injury table
10	A vindictive officer sinks your career. Gain a Rival.
11	Seriously Injured. Roll twice on the Injury table.
12	Your ship suffers heavy damage in battle and you are injured. Roll twice on the Injury table. However your actions help save the lives of several colleagues. Receive Meritorious Conduct Under Fire as a decoration.

EVENTS

d66	Event
11	Disaster! Roll on the Mishap table but you are not ejected from this career.
12	You join a gambling circle on board. Gain Gambling 1 or Deception 1.
13	You are given a special assignment or duty on board ship. Gain +1 DM to any one Benefit roll.
14	You are given advanced training in a specialist field. Throw Education 10+ to gain any one skill.
15	The Navy funds additional training in your abilities. Gain 1 skill level in any Basic Talent.
16	Life Event. Roll on the Life Events table.
21	Your vessel participates in a diplomatic mission. Gain Recon 1, Diplomacy 1, Steward 1 or a Contact.
22	Roll 8+ against any psionic Talent you are trained in. If you succeed you powers aid the navy in a mission or engagement; gain a +2 DM to your next advancement check. If you fail, your powers are called into question. Roll Psi 8+ to avoid losing your advancement check this term.
23	You have the opportunity to abuse your position for profit. If you do so, gain an extra Benefits roll from this term. Otherwise, you get a +2 DM to your next Advancement roll.
24	You come into contact with a psionically adept alien species. Roll 1d3; this is the number of Powers that gain a +1 DM, when you use them, as a result of studying with your alien counterparts. The Powers can be from any Talents you are trained in.
25	You encounter an interstellar anomaly that only your abilities can help make sense of. Roll Psi 8+ to be successful. If you succeed, gain 1 level of Space Sciences (any).
26	Your abilities assist in battle. Roll Psi 8+. If you succeed, you gain +2 to your next advancement check. If you roll 11+, you are cited for meritorious conduct.
31	Roll Psi 8+. If you succeed you have a premonition; roll 1d6 to see what it is. 1 Your premonition does not come to pass and your reputation suffers. –2 to your next advancement check. 2 You foresee the actions of the enemy. Gain a level of Tactics. 3 You foresee that the long-term actions of a colleague are detrimental to your position. Gain a Rival. 4 You foresee a way to make money. Gain an additional roll on the Cash section of the Mustering-Out Benefits table. 5 You foresee corruption or dishonesty within your section. If you expose it, gain Advocate but also gain 1d3 Enemies. 6 You foresee a disaster and your warning averts death. Gain +4 to your next advancement check.
32	Your vessel participates in a notable military engagement. Gain Sensors 1, Engineer (any) 1, Gunner (any) 1 or Pilot (any) 1.
33	A fighter or small enemy ship crashes into your turret or station. The pilot is still alive. If you choose to attempt to rescue him, roll 1d6. On a 1-2, roll on the Injury table. On a 3+ gain him as an Ally.

34	Your ship is part of a naval display or goodwill tour. Gain one of Carouse 1, Diplomat 1, Art 1 or Streetwise 1.
35	Your ship is involved in a first contact with an alien species. Gain Life Science 1, Diplomat 1, Remote Operations 1 or a Contact.
36	You participate in a series of wargames. Roll Intelligence + Psi to win. If you succeed, you get a Citation for Meritorious Conduct.
41	At a formal naval banquet your abilities impress the assembled dignitaries. Roll Psi 8+. If you succeed, gain +1 Social. Either way, gain a +2 DM to your next advancement check.
42	You foil an attempted mutiny or crime on board. Gain an Enemy but also gain a +2 DM to your next Advancement roll in the Navy.
43	Roll Psi 8+. If you succeed you discover a way in which your powers can greatly benefit the operation of a ship you are assigned to. You may either gain a Benefit roll for this term or gain a level in either Pilot (Spaceship), Astrogation, Engineer or Gunner.
44	You find yourself taking command when a bridge hit incapacitates senior staff. Either gain Leadership or take a +4 DM to your next Advancement roll (navy only).
45	Roll Psi 8+. If successful you become an indispensable part of the bridge staff. You are automatically promoted. If you fail, you still impress; gain a skill from the Advanced Education table, a Contact or +2 to your next advancement check (navy only)
46	The Admiral is seeking a new *aide de camp*. Roll Soc + Psi 9+. If successful you are chosen. The Admiral becomes a Contact and you gain Steward 1. If you fail, you may attempt this roll again next term but only have this one additional attempt to make the grade.
51	Your ship undergoes a strange experience whilst in jump or hyperspace. Roll End 10+. If you succeed, when the ship emerges, an Advanced Talent has been awoken within you. Your Referee will determine which. If you fail the roll, you suffer 1d3 levels of Psionic Trauma.
52	You find yourself pitted against a rival psion working for an enemy fleet. Gain this psion as an Enemy as you vie for psionic superiority.
53	Your commanding officer takes an interest in your career. Either gain Tactics or take a +4 DM to one Advancement roll (in any career) thanks to his aid.
54	You are invited to form an advisory council, along with other naval psions. If you accept, roll 1d6 for the benefit membership brings: 1 +2 to your next advancement roll. 2 A new Basic Talent. 3 +1 DM to an existing Talent. 4 + 1 Social. 5 +1 Psi. 6 Either Advocate 1, Broker 1 or Persuade 1. The downside is that the group constantly tries to hijack naval policy and influence decision making to its own agenda: suffer a –4 DM to your Survival throw for next term. If you choose *not* to join the group, you suffer a –2 DM to your next advancement check but gain a +4 DM to your Survival throw.
55	You are asked to volunteer for a hazardous mission. If you accept, roll Dexterity + Psi. Fail and the mission fails and you must roll on the Injury table. Succeed and you gain a Citation for Meritorious Conduct Under Fire.
56	Roll Psi 8+. If you succeed, you uncover a political or bureaucratic conspiracy that threatens fleet security. You must make a choice: keep it a secret and receive a healthy bribe or pay-off for your complicity or go public and risk making enemies. If you choose to take a pay-off, you receive Cr. 10,000 in a clandestine payment that you cannot access until you muster out. A cloud of suspicion follows you everywhere. If you go public, your superiors reward you with an automatic promotion but you automatically gain 1 Rival and 1 Enemy as a result of your whistle blowing.
61	You are groomed for higher command by a senior officer. Either gain him as an Ally or take a +4 DM to your next Advancement roll (in any naval career).
62	You are enmeshed in a telepathic plot and conditioned as a sleeper agent. Roll 1d6. On a 1-4, your conditioning is discovered before you are activated and you are ejected from the navy but gain an additional Benefit roll to maintain your silence. On a 5-6, you are still an unwitting sleeper agent.
63	You are assigned a secret mission. You may choose to roll on either the Dedicated Psion Agency or Agency Events table instead. If you do, gain Deception 1.
64	An unauthorised experiment goes wrong and you lose a limb. Reduce either Str (for an arm) or Dex (for a leg) to half its current value. However the experiment has fortuitous consequences and you gain +2 Psi Strength.
65	You lead a risky mission in deep space. Either gain Tactics (naval) or take a +4 DM to your next Advancement roll (navy only).
66	You display heroism in battle, saving the whole ship. You are automatically promoted.

PSION ROGUE

Psions who use their abilities for personal gain are Rogues: criminals, fraudsters and so forth. This is a self-serving profession and the psion may have been forced into it as a result of persecution. However, by and large, it is a lifestyle choice driven by selfish motives, rather than desperation.

Qualification: Dex 7+.
–2 DM for every previous career.
+1 DM for Psi 8+.

Assignments: Choose one of the following:

- Thief: You stole from the rich and gave to... well, yourself usually.
- Mind Stealer: You stole secrets directly from the minds of the psionically untrained, selling them to the highest bidder or using them yourself for profit.
- Corsair: You were a space-going pirate and commerce raider, using your powers to subdue others quickly and without the need for weapons.

CAREER PROGRESS

	Survival	Advancement
Thief	Int 7+	Dex 5+
Mind Stealer	Int 7+	Psi 7+
Corsair	Dex 7+	Int 5+

MUSTERING-OUT BENEFITS

Roll	Cash (Cr.)	Benefits
1	1,000	Psionic Equipment
2	5,000	Weapon
3	10,000	+1 Int
4	10,000	Two Ship Shares
5	50,000	Armour
6	100,000	+1 Dex
7	100,000	Corsair

RANKS AND BENEFITS

Rank	Thief	Skill or Benefit	Mind Stealer	Skill or Benefit	Corsair	Skill or Benefit
0		Stealth 1		Per - suade 1		Pilot (any) 1 or Gunner (any) 1
1						
2		Streetwise 1		Gun Combat (any) 1 or Melee (any) 1		Gun Combat 1 (any) or Melee (any) 1
3						
4		Recon 1		Street - wise 1		Engineer 1 (any) or Navigation 1

SKILLS AND TRAINING

	Personal Development	Service Skills	Advanced Education (Minimum Edu 10)
1	Carouse	Deception	Computers
2	+1 Dex	Recon	Comms
3	+1 End	Athletics	Medic
4	Gambler	Gun Combat (any)	Investigation
5	Melee (any)	Stealth	Persuade
6	Gun Combat (any)	Streetwise	Advocate
	Specialist: Thief	Specialist: Mind Stealer	Specialist: Corsair
1	Stealth	Gun Combat (any)	Pilot (any)
2	Computers	Melee (any)	Astrogation
3	Remote Operations	Streetwise	Melee (blades)
4	Streetwise	Persuade	Engineer (any)
5	Deception	Athletics	Vacc Suit
6	Basic Psi Talent	Basic Psi Talent	Basic Psi Talent

MISHAPS

2d6	Mishap
2	Severely Injured. Roll twice on the Injury table and take the lower result.
3	Arrested. Lose one Benefit roll from this career and you must take the Draft in your next career.
4	Betrayed by a friend. One of your Contacts or Allies betrays you and becomes a Rival or an Enemy.
5	A job goes wrong, forcing you to flee off-planet. Gain Deception 1, Pilot (any) 1, Zero-G 1 or Gunner (any) 1.
6	A police detective or rival criminal vows to hunt you down. Gain an Enemy.
7	You gain a price on your head: roll 2d6 and multiply by 10,000. This is the Cr. value of the reward, which attracts bounty hunters, chancers and unstable gunmen from across the galaxy. You can never be safe and never be sure. Gain 2d6 Enemies.
8	Suffer 1 level of Psionic Trauma through the rigours of your career.
9	Some dreadful atrocity occurs and you get the blame, even though you are (for a change) innocent. Lose 2 Social and gain 1d6 Enemies.
10	Arrested. Lose one Benefit roll from this career and you must take the Draft in your next career. The authorities try to wipe your psionic powers. Roll Psi 10+ or lose one Talent completely.
11	You are targeted by rival psions. Their Psi is 10. Roll for both yourself and them and compare the Effects. If you lose, reduce Psi Strength by 1d3.
12	Injured. Roll on the Injury table.

EVENTS

d66	Event
11	Disaster! Roll on the mishap table but you are not ejected from this career.
12	You are arrested and charged. You can choose to defend yourself or hire a lawyer. If you defend yourself, roll Advocate + Psi 8+. If you succeed, the charges are dropped. If you fail, lose one Benefit roll and gain an Enemy. If you hire a lawyer, lose one Benefit roll and gain the lawyer as a Contact.
13	You are involved in the planning of an impressive heist. Gain Computers 1, Sensors 1, Comms 1 or Mechanic 1.
14	One of your crimes pays off. Gain a +2 DM to any one Benefit roll and gain your victim as an Enemy.
15	You learn a secret so powerful or explosive that it could set you up for life. Roll Int 8+. If you succeed, you locate someone who will pay highly for the information; gain an immediate 2d6 x Cr. 10,000. If you fail, roll Psi 8+. If you succeed, you do not find a buyer but can use the secret yourself; decide with your Referee what that secret is. If you fail your Psi roll, the secret turns out to be a false memory implant – you have been duped.
16	Life Event. Roll on the Life Events table.
21	You spend months in the dangerous criminal underworld. Gain Streetwise 1, Stealth 1, Melee (any) 1, Gun Combat (any) 1 or +1 to any one psionic power.
22	You become involved in a feud with a rival criminal organisation. Roll Psi, Stealth or Gun Combat (any) 10+. If you fail, roll on the Injury table. If you succeed, gain an extra Benefit roll.
23	You are involved in a gambling ring. Gain Gambling. You may wager any number of Benefit rolls. Roll Gambling + Psi 10+; if you fail lose all the wagered Benefit Rolls. If you succeed, gain half as many Benefit rolls as you wagered.
24	The Agency gets to you and offers you a deal: sell-out your Contacts and Allies and gain one Advanced Talent (test for it as normal but with a +2 DM to the Learning Modifier) or spend the next 1d3 terms in prison, losing 3 Benefits rolls. If you accept, your Contacts become Rivals and your Rivals become Enemies. If you have no Contacts or Allies, gain 1d3 Enemies.
25	Your powers hint at a big score that requires long-term, meticulous planning. You have the choice to ignore the opportunity and gain Investigate 1 or +1 to any power in a Basic Talent. If you take the score, forfeit the skill rolls, Benefit rolls and Advancement rolls for the next two terms and gain 4d6 x Cr. 100,000 as an additional mustering out benefit.
26	You have the opportunity to backstab a fellow rogue for personal gain. If you do so, gain a +4 DM to your next Advancement check. If you refuse, gain him as an Ally.
31	You steal the secret to enhancing your psionic abilities. Gain +1 to 1d3 existing powers, if you can roll Psi 10+.
32	One of your crimes pays off. Gain a +2 DM to any one Benefit roll and gain your victim as an Enemy.
33	You steal 1d3 pieces of psionic equipment. Choose these from the Equipment chapter (and as permitted by the Referee).
34	Your reputation as a psionic criminal gains a boost. Gain +1 Social, an Ally and a Contact.
35	Life Event. Roll on the Life Events table.
36	You are invited to join a secret society of criminal psions. If you accept, gain +1 Psi and 1d6 Contacts. If you refuse, gain Investigate 1 or Deception 1.
41	Following a crime, roll Psi 8+. If you succeed, you have a premonition of a traitor in your midst. Gain an Enemy. If you fail, life continues as normal but you always have suspicions concerning a Contact or Ally, which means you will never trust them fully – even if your suspicions are unfounded.

42 A space-based criminal mission leads you into contact with an alien intelligence or artefact. Roll Endurance 8+. If you succeed, you may test for one Advanced Talent in the usual way. If you fail, gain the aliens or alien intelligence as a Contact.

43 Your travels bring you into contact with a Secret. Roll Psi 8+. If you succeed, the secret relates to one of your powers and you gain a +1 DM to its use. If you fail, the secret relates to the powers of a Rival or an Enemy (if you have one; if you don't, then once you gain one during play, this event will apply). When that Person tries to use one Power against you, it will be at a –1 DM. The Referee will decide which Power is affected.

44 You are arrested and imprisoned in a prison geared towards dealing with psions. Lose all benefits for this term. You may choose to join an escape plan; if so, roll Dex 8+ to escape and gain Survival 1 in the process. If you fail, your prison term is extended by 1 term; lose the skills, benefits and advancement checks for the next term. If you choose to serve your time, gain either Psi 1 or +1 to any one power in your Basic Talents.

45 You are arrested and charged. You can choose to defend yourself or hire a lawyer.
If you defend yourself, roll Advocate 8+. If you succeed, the charges are dropped. If you fail, lose one Benefit roll and gain an Enemy. If you hire a lawyer, lose one Benefit roll and gain the lawyer as a Contact.

46 You take part in a complex swindle that relies on your powers. Roll Psi + Deception 9+. If successful, gain 2 additional Benefit rolls. If you fail, lose 2 Benefit rolls as the swindle goes horribly wrong and you are forced to flee, leaving you out of pocket.

51 You are cornered by the authorities. Roll Dex + Psi 9+ to escape and gain Stealth 1. If you fail, you are forced to shoot your way out; roll on the Injury table and lose 1 Social.

52 Something you steal turns out to be something completely different. Roll 1d6 to determine what it is you stole, then 1d6 to see what it really was:

1	Jewels	1-2	A Fake
2	Cash	3	A lure to lead the authorities to you
3	Vehicle	4	Psionic nulling device – lose 1 Psi
4	Psionic Equipment	5	A clue to a bigger haul elsewhere
5	Weapons	6	Referee's choice
6	Referee's Choice		

53 Using your powers during a heist, swindle or other criminal activity results in some form of psychic aberration. You gain a +2 DM to any one power you have but suffer a –1 DM to two other, separate powers.

54 You are plagued by dreams, visions and premonitions of being captured. Throw Psi 9+ (with DMs for Clairvoyance) and note the Effect of the roll.

–2 or lower:	You are confident that the premonitions are the result of stress and dismiss them
–1-0:	The premonitions trouble you but you can find nothing that will make the a reality
+1:	You identify factors at work that will lead to the premonitions coming to pass. Gain +1 Int as you eliminate them
+2 or higher:	As above but also gain +1 Psi Strength.

55 A life of crime and dubious adventure pays startling dividends. Gain additional 1d3 Benefit rolls, if you can throw Psi 9+. If not, gain one Benefit roll.

56 Life Event. Roll on the Life Events table.

61 You are enmeshed in a telepathic plot and conditioned as a sleeper agent. Roll 1-6. On a 1-4, your conditioning is discovered before you are activated and you are ejected from this career but gain an additional Benefit roll to maintain your silence. On a 5-6, you are still an unwitting sleeper agent.

62 A crime lord considers you his protégé. Either gain Tactics or take a +4 DM to your next Advancement roll (in any career) thanks to his aid.

63 Psionic training leads to you being able to use one of your psionic powers with greater efficiency. The Psi cost for the power chosen is always half (rounded down with a minimum of 1 point) the usual cost.

64 You are captured by the Agency and subjected to psionic experimentation. Throw Survival 8+. If you succeed, gain +1 Endurance. If you fail, roll 1d6:

1	Lose 1d3 Psi Strength
2	–1 DM to any one Talent
3	–1 DM to any one Power
4	Gain 1 level of Psionic Trauma
5	Lose 1 Str or Dex
6	Roll on the Injury table

Regardless of the result, you are rescued and gain a +2 DM on your Benefit roll for this term.

65 Psionic training leads to you being able to use one of your psionic powers with greater efficiency. The Psi cost for the power chosen is always half (rounded down with a minimum of 1 point) the usual cost.

66 You commit a legendary crime. You are automatically promoted.

PSION SCHOLAR

Psion scholars use their abilities to further academic studies and scientific endeavour. They may study the nature of psionics or specialise in other fields. However, they are teachers, students, researchers and academics first and foremost – although their capabilities give them a certain insight and advantage over their mundane counterparts.

Qualification: Int 7+
–2 DM for every previous career.
+1 DM for Psi 7+

Assignments: Choose one of the following:

- Student: You are studying in an institute of higher education.
- Scientist: You are a researcher in some corporate or Imperial research institution or are a mad scientist in an orbiting laboratory.
- Physician: You are a doctor, healer or researcher in the life sciences.

CAREER PROGRESS

	Survival	Advancement
Student	Edu 5+	Int 11+
Scientist	Edu 5+	Int 9+
Physician	Edu 5+	Int 9+

MUSTERING-OUT BENEFITS

Roll	Cash (Cr.)	Benefits
1	5,000	+1 Int
2	10,000	+1 Edu
3	20,000	+1 Psi
4	30,000	+1 Soc
5	40,000	Scientific Equipment
6	60,000	Two Ship Shares
7	100,000	

RANKS AND BENEFITS

Rank	Student	Skill or Benefit	Re - searcher	Skill or Benefit	Physician	Skill or Benefit
0				Science (any) 1		Medic 1
1		Gain any skill 0				
2				Investi - gate 1		Life Sciences (biology) 1
3						
4				Comp - uters 1		Physical Sciences (chemistry) 1
5						
6		Gain any skill 0				

SKILLS AND TRAINING

	Personal Development	Service Skills	Advanced Education (Minimum Edu 10)
1	+1 Int	Comms	Art (any)
2	+1 Edu	Computers	Advocate
3	+1 Soc	Diplomat	Computers
4	+1 Dex	Medic	Language (any)
5	Computers	Investigate	Science (any)
6	+1 Psi	Science (Psionics)	Science (Psionics)
	Specialist: Student	Specialist: Scientist	Specialist: Physician
1	Carouse	Admin	Admin
2	Gamble	Computers	Comms
3	Streetwise	Language (any)	Investigate
4	Computers	Engineer (any)	Medic
5	Science (Psionics)	Science (any)	Persuade
6	Trade (any)	Science (Psionics)	Science (any)

MISHAPS

2d6	Mishaps
2	Severely Injured. Roll on the Injury table twice and take the lower result.
3	A disaster leaves several injured and others blame you. Roll on the Injury table twice, taking the higher result and gain a Rival.
4	The planetary government interferes with your research for political or religious reasons. If you continue with your work openly, gain any Science skill and an Enemy. If you continue with your work secretly, gain any Science skill and reduce your Social Standing by 2. If you do neither, you simply leave this career.
5	A research project goes disastrously wrong but has a profound effect on your psionic abilities. Roll 1d6: 1 You awaken an Advanced Talent but you must reduce Str, Dex and End by 1 each. 2 Suffer 1d3 levels of Psionic Trauma. 3 You gain 1d3+1 Psionic Strength but you must reduce Str, Dex and End by 1 each. 4 You gain a +2 DM to a single power but must reduce Int by 2 and muster out of this career. 5 Your Psi Strength points for powering psionic abilities (but not your Psi Strength itself) increase by 1d3+1 points – but you must lower either Str, Dex or End (or a combination of these) by the amount of the increase. 6 Gain +2 Psi Strength but become horribly disfigured; reduce Social by half.
6	Your work is sabotaged by unknown parties. Lose the Benefit roll for this term.
7	You are accused of plagiarism. Roll Edu + Psi 9+ to avoid the charge. If you fail, lose 1 Social.
8	Suffer 1 level of Psionic Trauma through the rigours of your career.
9	Your research is proved to be fundamentally flawed. Throw Int + Psi 9+ or be forced out this career.
10	You stumble across secrets that will bring down governments. Lose one Benefit roll from this career and you must take the Draft in your next career. The authorities try to wipe your psionic powers. Roll Psi 10+ or lose one Talent completely.
11	A rival researcher blackens your name or steals your research. Gain a Rival.
12	Injured. Roll on the Injury table.

EVENTS

d66	Event
11	Disaster! Roll on the Mishap table but you are not ejected from this career.
12	You are called upon to perform research that goes against your conscience. Accept and you gain an extra Benefit roll and two Science (any) skills. You also gain 1d3 Enemies.
13	You are involved in the planning of an impressive project that attracts plaudits. Gain Computers 1, Sensors 1, Comms 1 or Mechanic 1.
14	You are feted for your work but others are jealous. Gain a +2 DM to any one Benefit roll and gain 1d3 Rivals.
15	You are assigned a student who becomes a loyal friend; gain an Ally.
16	Life Event. Roll on the Life Events table.
21	You are seconded to another psionic agency. Roll on the skill tables for either the Dedicated Psion Agency or Psion Agent for this term.
22	You become involved in a feud with a rival scientist. Roll Psi, Science (any) or Investigate 10+. If you fail, roll on the Mishap table. If you succeed, gain an extra Benefit roll.
23	Your research leads to other benefits. Roll 1d6: 1 Roll on the Advanced Education table 2 +1 Psi 3 +1 DM to any one power 4 Additional Benefit Roll 5 +2 DM to your next advancement check 6 Automatic promotion
24	Your work leads to a disturbing discovery. If you choose to cover-up your findings, roll Int + Deception 8+ to do so successfully; if you fail, your results are made public. If you choose to publish and be damned, roll Edu 8+ to spin the best possible light on the findings. If you succeed, gain a +1 DM to your benefit or advancement check this term. If you fail, you suffer a –1 DM to your Benefit or Advancement check this term.
25	You are invited to join a prestigious research fellowship. Roll Social 9+. If you succeed, you are accepted and may use the initials of the fellowship after your name (such as IFPR for Imperial Fellowship for Psionic Research, for example).

26	You have the opportunity to backstab a fellow scientist for personal gain. If you do so, gain a +4 DM to your next Advancement check. If you refuse, gain him as an Ally.
31	You uncover the secret to enhancing your psionic abilities. Gain +1 to 1d3 existing powers, if you can roll Psi 10+.
32	You are seconded to the Army for this term. Resolve the rest of this term using the Psion Army tables in this book.
33	A disease strikes that affects only psions. Roll End 8+ to avoid contracting it. If you contract the disease, reduce either Str, End, Dex or Int by 1d3 permanently. The loss can be spread across these characteristics. Whatever the outcome, you are at the forefront of the research to find a cure. Throw Science (Psionics) 8+ or Medic 9+; if successful, you help develop a vaccine and your name is lauded in psion circles. For the purposes of dealing with other psions you gain +1 DM to Social and Persuade.
34	Your reputation as a scientist gains a boost. Gain +1 Social, an Ally and a Contact.
35	Life Event. Roll on the Life Events table.
36	You come into contact with a psionically adept alien species. Roll 1d3; this is the number of Powers that gain a +1 DM, when you use them, as a result of studying with your alien counterparts. The Powers can be from any Talents that you are trained in.
41	You are seconded to the Navy for this term. Resolve the rest of this term using the Psion Navy tables in this book.
42	Your psionic abilities save the life of someone. Change any Enemy into a Rival, any Rival into a Contact and any Contact into an Ally.
43	Your studies bring you into contact with a Secret. Roll Psi 8+. If you succeed, the secret relates to one of your powers and you gain a +1 DM to its use. If you fail, the secret relates to the powers of a Rival or an Enemy (if you have one; if you don't, then once you gain one during play, this event will apply). When that Person tries to use one Power against you, it will be at a –1 DM. The Referee will decide which Power is affected.
44	Government edicts turn against psions and your research funding is withdrawn. Roll Social 9+. If you succeed you gain private funding from a sympathetic source; gain a Contact. If you fail, you must leave this career at the end of this term.
45	You are seconded to the Scouts for this term. Resolve the rest of this term using the Psion Scouts tables in this book.
46	You are given advanced training in a specialist field. Throw Education 10+ to gain any one skill.
51	You become entangled in a bureaucratic or legal morass that distracts you from your work. Gain Admin 1, Advocate 1, Persuade 1 or Diplomat 1.
52	You work for an eccentric but brilliant mentor, who becomes an Ally. Either gain Science (any) or take a +4 DM to your next Advancement roll (in any career) thanks to his aid.
53	You make a breakthrough in your field. Gain a +2 DM to your next Advancement check.
54	You are plagued by dreams, visions and premonitions. Throw Psi 9+ (with DMs for Clairvoyance) and note the Effect of the roll: –2 or lower: You are confident that the premonitions are the result of stress and dismiss them. –1-0: The premonitions trouble you but you can find nothing that will make the a reality. +1: You identify factors at work that will lead to the premonitions coming to pass. Gain +1 Int as you eliminate them. +2 or higher: As above but also gain +1 Psi Strength.
55	You have the opportunity to cheat in some fashion, advancing your career and research by stealing another's work, using your powers, taking a shortcut and so forth. If you refuse, you gain nothing. If you accept, roll Psi + Deception 10+ or Admin 10+. If you succeed, you gain a +2 DM to any one Benefits roll and any one skill but you also gain an Enemy.
56	Life Event. Roll on the Life Events table.
61	You are given advanced training in a specialist field. Throw Education + Psi 10+ to gain any one skill.
62	You win a prestigious prize for your work, garnering both the praise and envy of your peers. Gain a +1 DM to any one Benefit roll.
63	Research into psionics boosts the power of your personality. Increase either Int or Soc by 1.
64	You are assigned to work on a secret project for a patron or organisation. Gain Medic 1, Science (any) 1, Computers 1 or Investigate 1.
65	Psionic training leads to you being able to use one of your psionic powers with greater efficiency. The Psi cost for the power chosen is always half (rounded down with a minimum of 1 point) the usual cost.
66	You make a significant research breakthrough. You are automatically promoted.

PSION SCOUTS

In the same way that the army and navy use psions, so does the Scout service. However, given the hazardous nature of scouting, psion scouts are a relative rarity owing to the costs involved. Nevertheless, psions serving within the scouts have an incredibly useful role to play in survey and first contact, especially telepaths and empaths, who may be the best ways of communicating with a new species or civilisation.

Enlistment: Int 5+.
–2 DM for every previous career.
+1 DM for Psi 8+.

Assignments: Choose one of the following:

- X-Boat: You served as part of an X-Boat crew, couriering telepathically encoded messages.
- Survey: You visited border worlds and assessed their worth to the Imperium, using your powers to aid understanding.
- Exploration: You explored unknown worlds and uncharted space.

CAREER PROGRESS

	Survival	Advancement
X-Boat	End 5+	Psi 11+
Survey	End 7+	Int 9+
Exploration	End 9+	Edu 7+

MUSTERING-OUT BENEFITS

Roll	Cash (Cr.)	Benefits
1	20,000	Ship Share
2	20,000	+1 Int
3	30,000	+1 Edu
4	30,000	Weapon
5	50,000	Training in 1 Talent
6	50,000	Scout Ship
7	50,000	Scout Ship

RANKS AND BENEFITS

Rank	Title	Skill or Benefit
0	Scout	Jack of all Trades 1
1		
2		
3	Senior Scout	Pilot (any) 1
4		
5		
6		

SKILLS AND TRAINING

	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)
1	+1 Str	Pilot (any)	Medic
2	+1 Dex	Vacc Suit	Navigation
3	+1 End	Mechanic	Engineer (any)
4	+1 Int	Astrogation	Computer
5	+1 Psi	Comms	Science (any)
6	Jack of all Trades	Gun Combat (any)	Basic Psionic Talent
	Specialist: X-Boat	Specialist: Survey	Specialist: Exploration
1	Comms	Sensors	Sensors
2	Sensors	Persuade	Pilot (spacecraft)
3	Pilot (spacecraft)	Pilot (small craft)	Pilot (small craft)
4	Vacc Suit	Navigation	Navigation
5	Zero-G	Diplomat	Basic Psionic Talent
6	Astrogation	Basic Psionic Talent	Recon

MISHAPS

2d6	Mishap
2	Severely wounded. Roll twice on the Injury table and take the lower result.
3	Psychologically damaged by your time in the scouts. Reduce your Psi by 1 and gain a level of Psionic Trauma.
4	Your ship is damaged and you have to hitch-hike your way back across the stars to the nearest scout base. Gain 1d6 Contacts and 1d3 Enemies.
5	Your powers help inadvertently cause a conflict with a minor world or race. Gain a Rival and Diplomacy 1.
6	You have no idea what happened to you – they found your ship drifting on the fringes of friendly space. Choose any 3 skills that currently have a level and reduce them to 0; however, gain 1d3 Psi Strength.
7	You become the carrier for a life-threatening disease and spend a year in quarantine. Forfeit one Skill this term and lose 1 Dex.
8	The society you are studying proves to be more attractive than your own. Having to leave it causes a great emotional trauma. Lose 1 Int or 1 End. Gain a level of Psionic Trauma.
9	A technical error results in an important communication that you were in charge of being wiped. Roll Int 7+ to avoid dismissal from the career. If you succeed, lose 1 Benefit roll when you muster out.
10	Mis-translation of a communiqué results in extreme embarrassment for a high-ranking official. Gain an Enemy.
11	Taking part in trials for a new, neural communications interface, you suffer a severe mental trauma. Roll End 7+ to avoid losing 1 Int. However, gain a +1 DM to any Basic or Advanced Talent.
12	Injured. Roll on the Injury table

EVENTS

d66	Event
11	Disaster! Roll on the Mishap table but you are not ejected from this career.
12	You intercept a message or communiqué that has profound military or diplomatic repercussions for your society. You bring it to the attention of your superiors with one of the following results: 1 Some high-level conspirator moves against you, believing you to have more knowledge than you do. Gain Investigate 1 but gain an Enemy. 2 A swift cover-up takes place that you know is illegal and immoral. People will die as a result. Trying to expose the situation whilst you remain in this career is way too dangerous but is something you know you should pursue. Gain Investigate 1. 3 The revelations are proved to be fraudulent. You avoid being discredited but learn much from the experience. Gain Deception 1. 4 Heads roll as a result of your revelations. Gain +1 to your next promotion roll but also gain an Enemy. 5 Your swift action results in the saving of lives and reputations. Gain an Ally. 6 Your swift and decisive action earns you the respect of your superiors. Gain an additional Muster benefit when you leave the career
13	You are assigned as the chief point of liaison for an alien ambassador during an important summit where the Scout Service is involved in acting as a neutral diplomatic chaperone for the alien delegation. Roll 1d6 for the outcome of your time in the alien's company: 1 You fall out with the ambassador following a breach of etiquette. He becomes your Enemy and you gain a deep distrust of all aliens of this species. 2 You get on well with the ambassador and are invited, as his or her guest, to spend time on the alien homeworld. This is an open invitation. Gain an Ally. 3 You become physically and emotionally attracted to the alien ambassador; roll End 7+. If you succeed, you manage to keep your desires a secret – a tryst of this kind would be deeply unprofessional and culturally unacceptable. If you fail, your feelings become known and the ambassador reciprocates. Gain an Ally (who is now also your lover) but you must leave this career under a cloud of shame. 4 Roll Psi 8+. If you succeed, you uncover a plot to discredit the ambassador. He or she is deeply impressed and reports this to your superiors. Gain an Ally and +1 to your next promotion roll. 5 You learn much from your time with the alien. Gain either Language 0 in the alien's tongue or a Life Science 0 in a relevant science pertaining to the alien. 6 You foil an attempt on the ambassador's life. Gain an Ally, +2 to your next promotion and one additional Muster benefit when you leave this career.
14	A courier mission you are involved with goes wrong and you find yourself stranded deep in hostile territory. Roll End + Psi 8+ with a DM for Survival. If you succeed, you survive unscathed and are rescued. If you fail, roll on the Injury table but gain Survival 1.
15	Life Event. Roll on the Life Events table.

16 You become involved in a personal research project that lends deep insight to a particular culture you are studying. Gain either +1 Edu or one level of any Life Science.

21 Spend the entire term on an alien world. Gain Language 1 and Social Sciences (sophontology) 1.

22 Your natural charm and experience gains you a Contact.

23 You become embroiled in a legal dispute. Gain Advocate 1.

24 Your involvement in a difficult assignment results in an immediate promotion.

25 You discover a way of processing information or using a particular xBoat route, that is of huge benefit to the Courier branch. Gain either Comms 1, Astrogation 1 or Computer 1.

26 Your scout ship is one of those on the scene to rescue the survivors of a disaster.
Roll either Psi + Medic 8+ or Psi + Engineer 8+. If you succeed, gain a Contact and a +2 DM to your next Advancement check. If you fail, gain an Enemy.

31 You are assigned to a research team studying an alien language or cipher. Gain either Edu +1, Social Sciences (linguistics) 1 or Social Sciences (philosophy) 1.

32 You are given extra training in combat. Choose one of the following skills – Gun Combat, Medic, Melee (blade) or Zero-G.

33 You come across a piece of alien technology that legally becomes your property. Either sell it for another Benefit roll or keep it (your Referee will determine what it is).

34 A message you are charged with handling turns out to have profound implications for a family member or friend. Roll 1d6:
- 1 The person you know is in grave danger.
- 2 The person you know is involved in dangerous criminal activity.
- 3 The person you know is a spy for an enemy.
- 4 The person you know has been connected with a scandal that will bring-down others.
- 5 The identity of the person you know is false; everything you know about them is a lie.
- 6 Roll twice and combine the results (re-rolling if you roll 6 again).

Whatever the outcome, a friend or Ally becomes either a Rival or an Enemy. You also gain either Deception 1 or Investigate 1.

35 A love affair develops between you and one of your crew colleagues during the long missions out in the stars. This causes some resentment with another crew member. Gain an Ally (your lover) and a Rival. The rivalry becomes so intense that you are forced to end the relationship, either by you transferring to another branch or assignment or your lover doing so. Decide which. If you remain, gain +1 Int from the experience but your Rival becomes an Enemy.

36 Your team witnesses or encounters an extraordinary stellar anomaly. This is of major scientific interest and your name is attached to the discovery. Gain +1 Soc and +1 to a muster Benefit roll.

41 An Astrogation error results in your ship mis-jumping and arriving in uncharted territory. Roll 1d6 for what you find:
- 1 The remnants of a long dead, alien civilisation. Gain Science (any) and +1 Edu.
- 2 A completely new, inhabitable, earth-type world Gain Secret or +2 to next promotion roll.
- 3 An asteroid belt rich in exotic minerals and radioactives. Gain two extra Benefit rolls.
- 4 A new route that, somehow, reduces communication pathways by several weeks Gain Comms or +1 to next promotion roll.
- 5 The time spent helps you develop your abilities. Gain +1 Psi.
- 6 Nothing. Unoccupied space. However your ship suffers a system failure and you are marooned here for weeks, depleting valuable rations and supplies. You are blamed for the failure: gain 1d2 Enemies.

42 The long periods spent in space start to have a severe psychological effect. Roll End 8+ to avoid the condition. If you fail, roll 1d6:
- 1 Develop Jumpspace Phobia. This condition is associated with FTL travel. You need drugs to control the condition and cannot undertake FTL travel without them. If you are forced to undertake FTL travel, gain 1 Level of Psionic Trauma per week spent in transit.
- 2 Develop Claustrophobia. Deep fear of enclosed spaces. You must leave the service.
- 3 Develop Agoraphobia. You cannot peer out in to the blackness of space without making an End 9+ roll. If you fail you are forced to retreat to the safety of your stateroom.
- 4 Develop Paranoia. You cannot trust anyone but yourself at the controls of a spacecraft. You must leave the service immediately and enlist in a career that avoids space travel or transfer to admin.
- 5 Develop a hatred of planets. You are only comfortable on a ship, out amongst the stars.
- 6 Undergo a religious conversion, believing you have witnessed a god or gods out in the blackness of space. Attempt to convert others to your new-found faith. Roll 2d6 and on 7+ lose an ally or contact but gain a contact who you have converted.

43 Roll Psi 8+. If you succeed you gain, via a psychic vision, a view of a star system that has not yet been discovered. The lure of this system is undeniable and you must, in some way, engineer a plan to travel to this area of space. You cannot plot the coordinates using standard means; you just know how to guide someone else (a ship's pilot or navigator, say). If you fail, the dream is a tantalising glimpse of a place you are drawn to. These dreams and visions will keep occurring until, by chance, you stumble upon the star system that haunts you.

44	A boring assignment leads to temptation. If you develop a drinking problem or addiction, gain Streetwise and a reliance on a semi-legal drug or alcohol. Whilst using the stimulant, you gain a +1 DM to your Psi but when the stimulant is not available, you suffer a –2 DM.
45	You are engaged in a long term project on a single world or system. The project occupies two full terms automatically and at the end you are forced to retire from the Scouts. Roll on the skills tables as per normal and this table once, for additional events during the project. You gain two additional Benefits rolls when retiring.
46	You spend a great deal of time on the fringes of known space. Roll Survival 8+ or Pilot 8+. If you succeed, gain a Contact and a +2 DM on your next Advancement. If you fail, gain an enemy
51	Life Event. Roll on the Life Events table.
52	You do things that you are not proud of and will never speak of. Either gain Stealth or take a +4 DM to your next Advancement roll (in the Scout career).
53	You find yourself taking command when a bridge hit incapacitates senior staff. Either gain Leadership or take a +4 DM to your next Advancement roll (in any Scout career).
54	You become an indispensable part of the bridge staff. You are automatically promoted.
55	The remains of an ancient civilisation, predating anything previously encountered, is unearthed as part of a survey mission. Part of the find is extraordinary technology (minimum TL16) that has profound implications in one of the following areas (1d6): 1 Space travel 2 Weaponry 3 Food production 4 Atmospheric control 5 Terraforming 6 Psionics The find has to be reported and agents from an outside authority commandeer the project. You and your team are sworn to secrecy and transferred to other duties. Towards the end of your term, someone working for the agency who confiscated the technology contacts you and reveals a secret about the experiments that have been undertaken with it (the Referee will decide what this secret is). If you can find the right outlet, the information you have will be worth millions of Credits. However, others know that you know and will attempt to silence you. Gain 1d3 Enemies and a –1 DM to all Survival throws.
56	Strange energy signals from the object of your study reveal the existence of hitherto unknown sub-atomic particles. Your name is attached to the discovery and you are feted by your peers. Gain an Ally, a Contact and a Rival. Also gain one level of either a Physical or Space Science or +2 to your Benefits roll for this term of service.
61	An unexplainable stellar force or planetary effect changes your physiology. Roll End 8+. If successful it is a positive effect; if a failure, then a negative effect. Either increase or decrease one of your characteristics by 1 point, rolled randomly: 1 Str 2 Dex 3 End 4 Int 5 Psi 6 Psi *and* End
62	Life Event. Roll on the Life Events table.
63	As a result of your mission, gain one of the following skills: Computers, Life Science (any), Physical Science (any), Pilot (Spacecraft), Space Science (any)
64	In the course of surveying a system, you discover one of the following: 1 Ringworld 2 Shellworld 3 Dyson Sphere 4 Wormhole 5 Asteroid Habitat 6 Stargate The structure is clearly designed by a vast intelligence that is no longer in attendance. You gain a secret. If you report it, caution is urged by your superiors which means you cannot approach, however in the course of the next few years your government will launch a detailed investigative mission that you will be involved with. Gain an additional +2 to your next Advancement roll.
65	Roll Astrogation 8+. If you succeed, there is no other event. If you fail, a misjump takes your ship too close to the gravity well of a gas giant and your ship struggles to free itself. Roll Psi + Pilot (Spacecraft) 9+ to successfully break free of the gravitational pull. If you fail you, your crew and your ship are lost for 1d3 terms. At the end of this period you suddenly reappear in known space and are rescued. You recall nothing of your time away but you have developed one Advanced Talent of the Referee's choosing.
66	You make a significant research breakthrough. You are automatically promoted.

UNDERGROUND PSION NETWORK

This career is for those campaigns where psions are outlawed and hunted by the authorities. The underground psion network supports and hides psions through its own clandestine infrastructure. Characters who follow this career may be hunted themselves already and need the network's help or be part of the network, helping hunted psions evade the insidious and bigoted reach of the authorities.

Enlistment: Psi 3+.
–2 DM for every previous career.
+1 DM for Str 8+.

Assignments: Choose one of the following:

- Resistance: You formed part of an active resistance movement, assisting other psions to safety.
- Fifth Columnist: You remain a respectable 'norm' in society, working secretly to aid other psions.
- Saboteur: You were a guerrilla fighter undertaking hazardous missions against the repressive regime.

CAREER PROGRESS

	Survival	Advancement
Resistance	Int 8+	Dex 7+
Fifth Columnist	Soc 6+	Int 9+
Saboteur	End 9+	Psi 7+

MUSTERING-OUT BENEFITS

Roll	Cash (Cr.)	Benefits
1	3,000	1 Contact
2	5,000	1 Ally
3	8,000	Weapon
4	15,000	+1 Psi
5	30,000	+1 Str
6	50,000	+1 End
7	50,000	1 Ship Share

RANKS AND BENEFITS

Rank	Title	Skill or Benefit
0		
1	Operative	
2		
3	Area Commander	Deception 1
4		
5	Regional Commander	Leadership 1
6	Resistance Leader	Advocate 1

SKILLS AND TRAINING

	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)
1	+1 Str	Deception	Medic
2	+1 Dex	Persuasion	Vehicle (any)
3	+1 End	Investigate	Advocate
4	+1 Int	Survival	Computer
5	+1 Psi	Basic Psion Talent	Gun Combat (any)
6	+1 Soc	Gun Combat (any)	Basic Psionic Talent
	Specialist: Resistance	Specialist: Fifth Columnist	Specialist: Saboteur
1	Survival	Deception	Gun Combat (any)
2	Deception	Admin	Melee (any)
3	Melee (any)	Comms	Tactics
4	Persuasion	Computers	Explosives
5	Stealth	Diplomat	Recon
6	Leadership	Jack of All Trades	Comms

MISHAPS

2d6	Mishap
2	Severely wounded. Roll twice on the Injury table and take the lower result.
3	You are captured and tortured. Roll End + Survival to avoid breaking. If you fail, you reveal some or all of your contacts and network to your captors and must leave this career immediately. Gain 2 levels of Psionic Trauma.
4	A mission goes wrong and leads to the capture of several comrades although you escape. Roll Int 8+ to prove you were not to blame. If you fail, gain 1d3 Rivals from amongst your own people.
5	A plan you have worked on for months is discovered. Roll Dex + Psi 9+ to escape. Otherwise roll on the Injury table.
6	A non-psion close to you suspects your powers. Roll Psi + Deception 9+ to avoid them discovering your true nature. If you fail, that person becomes an Enemy. If you succeed they become a Contact.
7	Trusted allies turn out to be regime-sponsored infiltrators and you are forced to take up arms to defend yourself. Throw Psi + Gun Combat (any) or Psi + Melee (any) 8+. If you succeed you manage to kill those who would kill you but gain 1d3 Enemies. If you fail, roll twice on the Injury table, taking the lowest result.
8	An escape route or plan you have spent four years developing is exposed. Lose your Benefit roll for this term.
9	A member of the regime who is sympathetic to the psion cause is assassinated. The repercussions set-back the psion resistance efforts politically. Lose 1 Social and gain a Rival.
10	An enemy from your past returns to haunt you and you find yourself in a vendetta against him or her that diverts your attention away from more pressing duties. Lose any Advancement roll this term.
11	Your cover is blown and you are forced to evacuate your assignment. Roll End 7+. If you succeed you escape unharmed but are transferred to a separate branch of the network. If you fail, roll on the Injury table.
12	Injured. Roll on the Injury table

EVENTS

d66	Event
11	Disaster! Roll on the Mishap table but you are not ejected from this career.
12	A love affair develops between you and one of your contacts. Gain an Ally (your lover) and a Rival. The rivalry becomes so intense that you are forced to end the liaison, either by you transferring to another branch or assignment or your lover doing so. Decide which. If you remain, gain +1 Int from the experience but your Rival becomes an Enemy.
13	A civilian is killed during an assignment where you are forced to defend yourself. You are cleared of wrong-doing but the guilt is unbearable. You gain +1 Advocate. Roll Endurance 8+. If you fail you turn to either alcohol or drugs to alleviate the guilt, becoming dependent.
14	You gain valuable espionage expertise. Gain one level in Investigate or Stealth.
15	Life Event. Roll on the Life Events table.
16	To gain valuable information or intelligence, you are forced to blackmail a Contact. Gain an Enemy but also gain +1 to your next Advancement roll.
21	You are offered the opportunity to smuggle illegal psion equipment items. If you accept, roll Psi + Deception 8+ or Psi + Persuade 8+ to gain Streetwise and an extra Benefit roll. If you fail, you lose a Benefit roll and have a –1 to your next promotion roll. If you refuse, you gain an Enemy in the criminal sphere.
22	Your natural charm and experience gains you a Contact.
23	You go undercover to investigate an enemy. Roll Deception 8+. If you succeed, roll immediately on the Rogue or Citizen events table and make one roll on a Specialist skill table for that career. If you fail, roll immediately on the Rogue or Citizen Mishap table.
24	Your involvement in a difficult assignment results in an immediate promotion.
25	You make an alliance with a powerful and charismatic noble, who becomes an Ally. Either Increase Social or Leadership by 1 or take a +4 DM to your next Advancement roll thanks to his aid.
26	As a result of your mission, gain one of the following skills: Athletics (any), Art (acting, instrument or writing), Carouse, Explosives, Language or Trade.
31	Select two of the Events in this table and merge them together for a single Event.
32	Selected for specialised training. Gain one level of either Deception, Comms, Computer or Stealth.
33	You do things that you are not proud of and will never speak of. Either gain Stealth or take a +4 DM to your next Advancement roll (in any Scout career).

34	The only solution to a particular situation you have been monitoring or have uncovered is the assassination of one of your Contacts. You may either attempt this yourself or call-in specialists. If you attempt the assassination yourself, roll Int + Stealth. If you succeed, the assassination is a success but you must leave your mission and transfer to another branch of the network next term. If you fail, roll Stealth or Deception 8+ to avoid being captured. If captured, you spend 6+2d6 years in prison. Gain +1 streetwise and +1 Deception during your time in prison. On an 8+ gain an Ally *AND* an enemy.
35	Through investigation you find that an Enemy is really on your side: either gain an Ally or convert one Enemy into an Ally.
36	You are given an especially difficult assignment. Roll Psi + Deception, Comms or Stealth 8+. If you succeed you are automatically promoted.
41	You are placed in a combat situation in which you have the chance to kill a young but technically innocent, target. If you choose to let the target live, you gain the respect of some of your peers and may increase your Social Standing by 1. If you choose to kill the target, throw either Gun Combat 7+ or Melee 8+. If you succeed, you may add +2 DM to your next Advancement check. If you fail, you gain an Enemy.
42	You are assigned to lead your team against a local private target and requested to turn up the violence as much as possible to make your employers' point. Throw either Gun Combat 8+ or any Melee skill 8+ to reach the proper level of bloodshed required. If successful, gain any combat skill, take a +4 DM to your next Advancement roll or gain an extra Benefit roll when you muster out of this career.
43	You uncover a secret about the network you serve, learning that either its activities or its beliefs are exaggerated or twisted into fooling its membership. Roll Psi and Deception 8+ to keep your knowledge and secret. If you succeed, you manage to keep what you know secret from others. If you fail, others realise you know too much. Gain 1 Enemy from within the network.
44	Your last raid was a huge success against a government armoury and you kept something from the spoils. You may choose Armour, Blade, Gun, Psionic Equipment or Weapon.
45	You are ambushed by the enemy regime. They have you outgunned and outnumbered. You can either try to deal with them using a Psi + Explosives 8+ throw or battle them with Gun Combat 8+. If you fail the check, then the ticket is overrun and you must roll on the Injury table. If you succeed, you defeat them and gain Leadership 1 or Tactics 1.
46	You have the opportunity to use your powers to destabilise a popular member of the regime who is involved in psion repression. Throw Psi + Deception or Stealth 9+ to avoid being discovered. If you fail, roll on the Mishap table.
51	Life Event. Roll on the Life Events table.
52	You are forced into hiding. Throw Stealth 8+. If you succeed, gain Deception or Survival. If you fail, roll on the Injury table. Either way you lose your Benefit roll for this term but gain an Ally.
53	The network affects a spectacular propaganda coup thanks to your efforts. Gain +4 DM to your next advancement check and an extra Benefit roll.
54	An operation causes a public backlash against psions. Roll Diplomat 10+ to try to regain public trust. If you succeed, you gain an additional benefit and +4 to your next advancement check.
55	You are given advanced training in a specialist field. Throw Education 10+ to gain any one skill.
56	You are invited to form an advisory council, along with other psions. If you accept, roll 1d6 for the benefit membership brings: 1 +2 to your next advancement roll. 2 A new Basic Talent. 3 +1 DM to an existing Talent. 4 + 1 Social. 5 +1 Psi. 6 Either Advocate 1, Broker 1 or Persuade 1. The downside is that the group constantly tries to hijack network policy and influence decision making to its own agenda: suffer a –4 DM to your Survival throw for next term. If you choose *not* to join the group, you suffer a –2 DM to your next advancement check but gain a +4 DM to your Survival throw.
61	You find a mentor for your psionic abilities. Gain an Ally and +1 Psi Strength.
62	Life Event. Roll on the Life Events table.
63	Your work hardens you to the effects of Psionic Trauma. If you have accrued any levels of Psionic Trauma, reduce it by 1. If you have not accrued any Psionic Trauma, you may ignore the first level you receive.
64	A colleague or contact imparts a great secret about your organisation. Your Referee will decide what this is. Roll Int 8+. If you succeed, you gain Investigate as a result.
65	A friend or lover dies. Roll Investigate 8+. If successful, you discover the death was murder. Gain the murderer as an Enemy and dedicate your life to bringing him to justice. If you fail, you have your suspicions of murder but not enough evidence to prove guilt.
66	You honour the network considerably. You are automatically promoted.

TEMPORAL AGENCY

The Temporal Agency monitors the time streams, using psions to move forward and backward through time to counteract those forces that would use temporal manipulation as a weapon and cause either past, present or future catastrophes.

Characters who are part of the temporal agency must be qualified Temporal Manipulators or the Referee must be willing to allow time travel via some other means (typically time machines) as part of his campaign.

Enlistment: Temporal Manipulation Talent 7+.
–2 DM for every previous career.
+1 DM for Edu 10+.

Assignments: Choose one of the following:

- Time Warden: You are skilled in going forward or backward in time to correct temporal anomalies and maintain cosmic order.
- Time Monitor: You do not travel through time but use your abilities, training and equipment to monitor the timestreams from the present, co-ordinating others.
- Timestream Nomad: You were adrift in time, a maverick who wandered the time paths looking for adventure or opportunities.

CAREER PROGRESS

	Survival	Advancement
Warden	Int 8+	Dex 7+
Monitor	Soc 6+	Int 9+
Nomad	End 9+	Psi 7+

MUSTERING-OUT BENEFITS

Roll	Cash (Cr.)	Benefits
1	10,000	1 Contact
2	12,000	1 Ally
3	16,000	+1 Psi
4	20,000	Training in 1 Talent
5	30,000	Weapon
6	50,000	+1 Soc
7	50,000	Time Machine

RANKS AND BENEFITS

Rank	Title	Skill or Benefit
0		
1	Time Operative	Computers 1
2		
3	Time Agent	Temporal Paradox 1
4	Time Controller	Leadership 1
5		
6	Time Master	Science (Temporal) 1

SKILLS AND TRAINING

	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)
1	+1 Str	Athletics (any)	Medic
2	+1 Dex	Persuasion	Temporal Paradox
3	+1 End	Investigate	Advocate
4	+1 Int	Survival	Computer
5	+1 Psi	Temporal Manipulation	Science (Temporal)
6	+1 Soc	Gun Combat (any)	Temporal Manipulation
	Specialist: Warden	Specialist: Monitor	Specialist: Nomad
1	Survival	Comm	Science (Temporal)
2	Temporal Paradox	Science (Temporal)	Diplomacy
3	Diplomacy	Remote Ops	Carouse
4	Persuasion	Computers	Streetwise
5	Stealth	Sensors	Stealth
6	Temporal Manipulation	Temporal Manipulation	Jack of All Trades

MISHAPS

2d6	Mishap
2	Severely wounded. Roll twice on the Injury table and take the lower result.
3	Your actions cause a cataclysmic change to history changing something fundamental in your present or future. It takes a great deal of effort for others to rectify your mistake and you are drummed out of the service. Lose all but one Benefit roll.
4	You disturb something in the past that influences your own, personal future. Roll Temporal Manipulation 8+ to rectify the damage. If you succeed you redeem the situation. If you fail discuss the consequences with the Referee to determine what you did and what effect it has on your present and future.
5	Roll 1d6. Odds, you become stuck in the past; evens, you are stuck in the future: roll 1d6 to discover how far back or forward in time you are: 1 1d6 Years. 2 1d6+6 Years. 3 1d6 Decades. 4 1d6+6 Decades. 5 1d6 Centuries. 6 1d6 Millennia. It takes you the rest of this term to find a way back to your present. Forfeit all skill rolls for this term but gain 1d3 Allies from the point in time where you are trapped.
6	Travelling forward and backwards in time takes its mental toll. Throw Endurance 8+ to avoid accruing 1 level of Psionic Trauma.
7	All your efforts cannot prevent a time disaster from happening. Roll Psi + Intelligence 10+ to mitigate the effects and mask them from those affected. Lose your Advancement check for this term.
8	Agents from an organisation intent on disrupting the time streams target you. Gain 1d3 enemies.
9	Somehow you bring a person from the future or past back to your present. Their presence causes all kinds of paradox disruption. Throw Temporal Manipulation 8+ to put things right; if you fail, gain 2 levels of Psionic Trauma. If you succeed, gain 1 level of Psionic Trauma and gain a Rival (in the shape of the person you brought back with you).
10	You appear in history books when you patently should not. Live with the paradox and find yourself constantly explaining yourself or lose 1 Psi in putting things right.
11	Injured. Roll on the Injury table.
12	Injured whilst trapped somewhere in time. Roll on the Injury table and lose your skill and advancement rolls for this term.

EVENTS

d66	Event
11	Disaster! Roll on the Mishap table but you are not ejected from this career.
12	You find a way to bring about improvements to your present through subtly manipulating the past. Roll Temporal Manipulation 9+. If you succeed, gain an additional Benefit roll and +2 to your next advancement check. If you do not succeed, your results were simply too subtle to have an effect.
13	Life Event. Roll on the Life Events table.
14	Your travels in time bring you into contact with a great or influential figure. Gain +1 Edu or gain that person as a Contact.
15	You witness monumental events in either the past or future. Gain either +1 Edu, +1 Int or Life Sciences (History).
16	Your intervention saves the life of someone who would otherwise have been killed in the past. Roll Temporal Manipulation 10+ to avoid a paradox from occurring. If successful, gain that person as an Ally. If you fail, gain a level of Psionic Trauma as you are forced to let them die.
21	You make an Enemy in the future who pursues you into the present, bringing with them equipment that is 1d3 Tech levels higher than current. Gain an Enemy but also gain +1 Psi.
22	Lessons learned from either the past or future can be applied to the present to avoid a catastrophe or lessen its effects. Throw Temporal Manipulation 8+ to successfully implement what you have learned and gain an roll on the Advanced Education table.
23	Life Event. Roll on the Life Events table.
24	You are part of a team that ventures far into the future to discover the long term effects of something from your present. Throw Psi + Int 8+. If you succeed, gain +1 Social. If you fail, suffer –2 DM to your advancement check this term.
25	You fall in love with someone from the past or future. You may choose to remain with them for up to 3 terms, gaining an Ally, +1 Edu, +1 Psi and any skill of your choice but you will not gain any further benefits for each term you spend with your lover. However, if you return, you gain 2 Psi and a roll on any of the skill tables for this career.
26	You are forced to account for and defend your actions in manipulating time. Gain Advocate 1 but also gain a Rival.

31 You are invited to form an advisory council, along with other time manipulating psions. If you accept, roll 1d6 for the benefit membership brings:
- 1 +2 to your next advancement roll
- 2 A new Basic Talent
- 3 +1 DM to an existing Talent
- 4 + 1 Social
- 5 +1 Psi
- 6 Either Advocate 1, Broker 1 or Persuade 1

The downside is that the group constantly tries to hijack time agency policy and influence decision making to its own agenda: suffer a –4 DM to your Survival throw for next term. If you choose *not* to join the group, you suffer a –2 DM to your next advancement check but gain a +4 DM to your Survival throw.

32 You come into possession of a time travel device. Your Referee will choose from one of the devices listed in the Equipment chapter. However, is this a legitimate acquisition?
- 1-2 Yes it is – assigned to you by the agency but on temporary loan
- 3-5 No – it was stolen or 'borrowed' without permission
- 6 You acquired it from outside the agency

If the result was 3-6, then the owners of the device are looking for it – and you. Gain 1d3 Rivals in the shape of the machine's owners.

33 Life Event. Roll on the Life Events table.

34 Through investigation you find that an Enemy is really on your side: either gain an Ally or convert one Enemy into an Ally.

35 You are given an especially difficult assignment. Roll Psi + Time Manipulation, Comms or Stealth 8+. If you succeed you are automatically promoted.

36 You do things that you are not proud of and will never speak of. Either gain Stealth or take a +4 DM to your next Advancement roll (in any Scout career).

41 The only solution to a particular situation you have been monitoring or have uncovered is the assassination of one of your Contacts. You may either attempt this yourself or call-in specialists. If you attempt the assassination yourself, roll Int + Stealth. If you succeed, the assassination is a success but you must leave your mission and transfer to another branch of the network next term. If you fail, roll Stealth or Deception 8+ to avoid being captured. If captured, you spend 6+2d6 years in prison. Gain +1 Streetwise and +1 Deception during your time in prison. On an 8+ gain an Ally *AND* an Enemy.

42 Your research into the nature of time leads to a breakthrough and you are feted. Gain either: +1 Social, Science (Temporal)1, +4 to your next Advancement check or an additional roll on the Mustering-Out Benefits table.

43 Your work in Temporal Manipulation heightens your Clairvoyance talents. If you do not have this talent, gain it at level 0; if you already have it, gain a level.

44 The stress of temporal travel leads to temptation. If you develop a drinking problem or addiction, gain Streetwise and a reliance on a semi-legal drug or alcohol. Whilst using the stimulant, you gain a +1 DM to your Psi but when the stimulant is not available, you suffer a –2 DM.

45 Your work hardens you to the effects of Psionic Trauma. If you have accrued any levels of Psionic Trauma, reduce it by 1. If you have not accrued any Psionic Trauma, you may ignore the first level you receive.

46 Your work in Temporal Manipulation heightens your Telekinesis talent. If you do not have this talent, gain it at level 0; if you already have it, gain a level.

51 An investigation takes on a dangerous turn. Roll Investigate 10+ or Streetwise 10+. If you fail, roll on the Mishap table. If you succeed, gain one of these skills: Deception, Jack of All Trades, Persuade or Tactics.

52 You complete a mission for your superiors and are suitably rewarded. Gain a +1 DM to any one Benefit roll from this career.

53 You establish a network of Contacts. Gain 1-3 Contacts.

54 You are given advanced training in a specialist field. Throw Education 10+ to gain any one skill.

55 Life Event. Roll on the Life Events table.

56 Your work in Temporal Manipulation heightens your Telepathy talents. If you do not have this talent, gain it at level 0; if you already have it, gain a level.

61 You are selected to act as a mentor for new a temporal agency recruit. Roll 1d6 to see what happens with the recruit under your wing:
- 1 The recruit is aggressive and resents your efforts. Gain an Enemy.
- 2 The recruit sees you as competition. Gain a Rival.
- 3 The recruit prospers. Gain a level of Leadership.
- 4 Your efforts are rewarded by your superiors. Gain +2 to your next Advancement check.
- 5 The recruit prospers and you become close friends. Gain an Ally.
- 6 You both learn psionically. Gain either +1 Psi or +1 to a trained Talent

62 A mission or project gives you a strange insight into your powers. Gain Science (Psi).

63 Your work in Temporal Manipulation heightens your Enhanced Awareness talents. If you do not have this talent, gain it at level 0; if you already have it, gain a level.

64 You volunteer for an advanced psion research programme into Advanced Talents. Roll Psi 8+. If you succeed, you may test for one Advanced Talent your Referee chooses, gaining a +1 DM to the Learning of that Talent.

65 You are given a special assignment or duty in your specialisation. Gain one skill from the Specialist section of the Skills and Training table.

66 You honour the network considerably. You are automatically promoted.

INTER-DIMENSIONAL AGENCY

The Inter-Dimensional Agency monitors nearby parallels of existence and, to some extent, polices them, counteracting those who would disrupt the fabric of the multiverse

Characters who are part of the inter-dimensional agency must be Dimensionally Aware or qualified Dimensional Manipulators; or the Referee must be willing to allow dimensional travel via some other means (typically inter-dimensional gates, portals or multiverse-manipulation machines) as part of his campaign.

Enlistment: Dimensional Manipulation Talent 7+.
–2 DM for every previous career.
+1 DM for Int 10+.

Assignments: Choose one of the following:

- Troubleshooter: You are skilled in moving through the parallels to maintain cosmic order.
- Dimensional Agent: Remain in your own dimension but are aware of others and use your abilities to influence trans-dimensional events from where you are.
- Wayfarer: For some reason you were adrift in the multiverse, arriving in one dimension or another with little control over how or why.

CAREER PROGRESS

	Survival	Advancement
Troubleshooter	End 7+	Int 7+
Dimensional Agent	Psi 6+	Int 9+
Wayfarer	Psi 7+	End 7+

MUSTERING-OUT BENEFITS

Roll	Cash (Cr.)	Benefits
1	10,000	1 Contact
2	12,000	1 Ally
3	16,000	+1 Psi
4	20,000	Training in 1 Talent
5	30,000	Weapon
6	50,000	+1 Soc
7	50,000	Dimensional Ship

RANKS AND BENEFITS

Rank	Title	Skill or Benefit
0	Operative	Computers 1
1		
2	Agent	Gun Combat (any) 1
3	Controller	Admin 1
4		
5	Master	+1 Edu
6	Director	+1 Soc

SKILLS AND TRAINING

	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)
1	Melee (any)	Athletics (any)	Medic
2	+1 Str	Persuasion	Life Science (any)
3	+1 Dex	Investigate	Advocate
4	+1 End	Survival	Computer
5	+1 Int	Dimensional Manipulation	Science (Dimensional)
6	+1 Psi	Gun Combat (any)	Dimensional Manipulation
	Specialist: Troubleshooter	Specialist: Agent	Specialist: Wayfarer
1	Survival	Comms	Science (Temporal)
2	Investigate	Computers	Diplomacy
3	Diplomacy	Sensors	Carouse
4	Persuasion	Science (Dimensional)	Streetwise
5	Stealth	Advocate	Stealth
6	Gun Combat (any)	Jack of All Trades	Jack of All Trades

MISHAPS

2d6	Mishap
2	Severely wounded. Roll twice on the Injury table and take the lower result.
3	Stranded on another plane. Roll 1d6 and multiply the result by the time interval below: 1-2 Days. 3-4 Weeks. 5 Months. 6 Years. Lose all skill and benefits rolls for this term but gain 1d3 Contacts and an Ally. Apply any ageing effects, as described on page 36 of the *Traveller Core Rulebook*, if you are stranded for years.
4	Your ability to perceive and understand the dimensions invisible to 'normal' people take their toll: roll End 8+. If you succeed, gain 1 level of Psionic Trauma; if you fail, gain 2 levels.
5	Your adventures across the parallels make you enemies; gain 1d3 Enemies.
6	You succumb to a destructive vice: 1 Powerful narcotic addiction. 2 Alcohol addiction. 3 Gambling for the highest possible stakes. 4 Reckless, self-destructive behaviour. 5 Sex. 6 Sado-Masochism. You must regularly fulfil your urges or suffer a negative DM to skills. Your Referee will decide the intensity of the penalty and for how long.
7	Your maverick ways harm your career. Lose your next Advancement roll.
8	You find it difficult to form meaningful friendships: lose 1d3 Contacts or Allies. If you have none, then any subsequent Events that would grant you a Contact gains you a Rival, and any Ally an Enemy. Your social problems will continue into your adventuring career.
9	Roll Int + Psi 9+. If you succeed, gain a level of Psionic Trauma. If you fail, you have difficulty determining what is and is not real. You become detached and have difficulty connecting emotionally.
10	You become easily bored. Lose either your Skill roll, Benefit roll or Advancement roll for this term.
11	You develop a cynical attitude towards those in authority. Lose 1 Social and –2 to all Advancement checks.
12	Injured. Roll on the Injury table.

EVENTS

d66	Event
11	Disaster! Roll on the Mishap table but you are not ejected from this career.
12	You become the custodian of an inter-dimensional gateway or the secret location of such. Gain +1 Edu or +1 Social and a +2 DM to your Advancement check for this term. Your Referee will decide what form the gateway or secret takes – and where it leads to.
13	Trans-dimensional enemies target unwitting innocents, causing a series of (seemingly) paranormal events. You are sent to intervene; roll Dimensional Manipulation 8+ to foil their schemes. If you succeed, you gain an Ally and +1 Psi. If you fail, you gain 1d3 Enemies
14	You help avert an experiment that would see two nearby realities collide, to the detriment of all concerned. Gain either +1 Int, +1 Edu, +1 Psi or Science (Dimensional).
15	A friend or lover made in a separate parallel follows you across the multiverse and you become inseparable. Gain an Ally and permanent travelling companion.
16	You are hailed as a hero in a nearby reality. Gain +1d3 Social in that reality only and 1d3 Contacts.
21	You bring back technology from a parallel that will greatly assist your home plane. Gain +4 to your next Advancement roll or an additional Benefit roll.
22	Travel between the planes heightens your powers. Gain +1 to the Enhanced Awareness talent. If you do not have this talent, gain it at level 0.
23	Roll Edu 10+. If you succeed, roll on the Advanced Education table.
24	Roll Psi 8+. If you succeed you have a premonition; roll 1d6 to see what it is: 1 Your premonition does not come to pass and your reputation suffers. –2 to your next advancement check. 2 You foresee the actions of the enemy. Gain a level of Tactics. 3 You foresee that the long-term actions of colleague are detrimental to your position. Gain a Rival. 4 You foresee a way to make money. Gain an additional roll on the Cash section of the Mustering-Out Benefits table. 5 You foresee corruption or dishonesty within your section. If you expose it, gain Advocate but also gain 1d3 enemies. 6 You foresee a disaster and your warning averts death. Gain +4 to your next Advancement check.
25	A mission results in you using your psionic powers overzealously. Gain +1 to any trained Talent but also gain 1d3 Rivals from amongst your colleagues.

26	Life Event. Roll on the Life Events table.
31	You complete a mission for your superiors and are suitably rewarded. Gain a +1 DM to any one Benefit roll from this career.
32	At a formal banquet your abilities impress the assembled dignitaries. Roll Psi 8+. If you succeed, gain +1 Social. Either way, gain a +2 DM to your next Advancement check.
33	Travel between the planes heightens your powers. Gain +1 to the Telepathy talent. If you do not have this talent, gain it at level 0.
34	Roll Str 10+. If you succeed, roll on the Physical Development table.
35	You are captured by the enemy and subjected to psionic experimentation. Throw Survival 8+. If you succeed, gain +1 Endurance. If you fail, roll 1d6: 1 Lose 1d3 Psi Strength. 2 –1 DM to any one Talent. 3 –1 DM to any one Power. 4 Gain 1 level of Psionic Trauma. 5 Lose 1 Str or Dex. 6 Roll on the Injury table. Regardless of the result, you are rescued and gain a +2 DM on your Benefit roll for this term.
36	A friend or lover dies. Roll Investigate 8+. If successful, you discover the death was murder. Gain the murderer as an Enemy and dedicate your life to bringing him to justice. If you fail, you have your suspicions of murder but not enough evidence to prove guilt.
41	You volunteer for an advanced psion research programme into Advanced Talents. Roll Psi 8+. If you succeed, you may test for one Advanced Talent your Referee chooses, gaining a +1 DM to the Learning of that Talent.
42	You are given a special assignment or duty in your specialisation. Gain a +1 DM to any one Benefit roll.
43	Life Event. Roll on the Life Events table.
44	Travel between the planes heightens your powers. Gain +1 to the Clairvoyance talent. If you do not have this talent, gain it at level 0.
45	Roll Dex 10+. If you succeed, roll on the Service Skills table.
46	Your work brings you into contact with influential people who seek to use your abilities for their own ends. Roll Education 8+. If successful, you may resign your position as a Psion Agent and automatically qualify for a Citizen career (see *Traveller Core Rulebook*) at one rank higher than your current position. If you fail, you remain in this career but gain an Ally.
51	Fall in love with a colleague. This results in you gaining a Rival as your lover spurns their existing companion for you. Roll 2d6 for the number of years your love affair lasts. If this takes you into your adventuring career properly, then you are still with your lover when play begins and the relationship may continue indefinitely. Your lover is also an Ally.
52	You are selected for specialist Psionics Training. Throw Psi 9+. If you succeed, choose either to: Increase a Talent by 1 level; or, Gain a Power from any other Talent you are not capable of using. You may use this Power by rolling against your Psi but always at –3 until you are competent with that Power's Talent.
53	You make contact with 1d3 alternative versions of yourself, forming a psychic bond. Gain these alternative versions of you as Allies.
54	A parallel world that you visit regularly comes to feel more like home than the dimension of your birth. You retire to this dimension whenever you can and dedicate yourself and your powers to its defence and well-being.
55	Travel between the planes heightens your powers. Gain +1 to the Telekinesis talent. If you do not have this talent, gain it at level 0.
56	You come to realise that one particular plane, where you have made many friends, must be sacrificed for the good of the multiverse. Roll Psi + End 10+ to deal with the consequences. If you succeed, you gain +1 Psi and an additional 1d3 Benefit rolls. If you fail, you suffer 1d3 levels of Psionic Trauma.
61	Life Event. Roll on the Life Events table.
62	You make contact with an alternative version of yourself and he becomes an Enemy.
63	Roll Int 10+. If you succeed, roll on the table for any of the other two specialisations for this career.
64	An Enemy makes an attempt on your life. Make a further Survival roll for this term. If you fail, roll twice on the Injury table and apply both results. If you succeed, make a roll against any one combat skill. If you succeed, roll 1d6: 1 Your Enemy escapes uninjured. 2 Your Enemy is lightly wounded but escapes. 3 Your Enemy is seriously wounded but escapes. 4 Your Enemy is lightly wounded and captured. 5 Your Enemy is seriously wounded but captured. 6 Your Enemy is killed.
65	You inadvertently scan a friend or loved one and discover a deep secret; what is it? 1 He or she has been unfaithful to you. 2 He or she is a traitor. 3 He or she is involved in some form of scandal. 4 He or she has been involved in a crime. 5 He or she is really an Enemy. 6 He or she knows something of great value or power but you cannot identify what it is.
66	You honour the network considerably. You are automatically promoted.

PSION SPACEFARER

This career is available if psion-powered spacecraft are a part of the campaign. Characters following the career need to be qualified Machine Symbiotic psions to qualify.

The career has three specialisations. Pilot and Navigator are straightforward assignments; the character uses his psionic abilities to assist his duties in these areas.

The third specialisation is *Integral*. Integral characters are those individuals who choose to become surgically and psychically integrated with the physical systems of the ship, becoming one with it and capable of running several systems (pilot, navigation and gunnery, for example) simultaneously. Integral is not a reversible career option; once selected as a specialisation, the character commits himself to the operations necessary to fully integrate with the vessel and the surgery is not reversible. It may therefore be that Referees do not want to allow this career specialisation for Player Characters: the character will, essentially, *become* the spaceship. As a challenge for any *Traveller* campaign though, the Integral specialisation may be worth pursuing.

Note that Integrals are not promoted, per se; when they advance they are transplanted to either a new, larger vessel or have their existing vessel upgraded. When an Integral is promoted he may choose to be either transplanted or upgraded (assuming he can control a larger ship) – the Transplants and Upgrades table on page 49 includes the appropriate details.

Enlistment: Machine Symbiosis Talent 7+.
–2 DM for every previous career.
+1 Edu 10+.

Assignments: Choose one of the following:

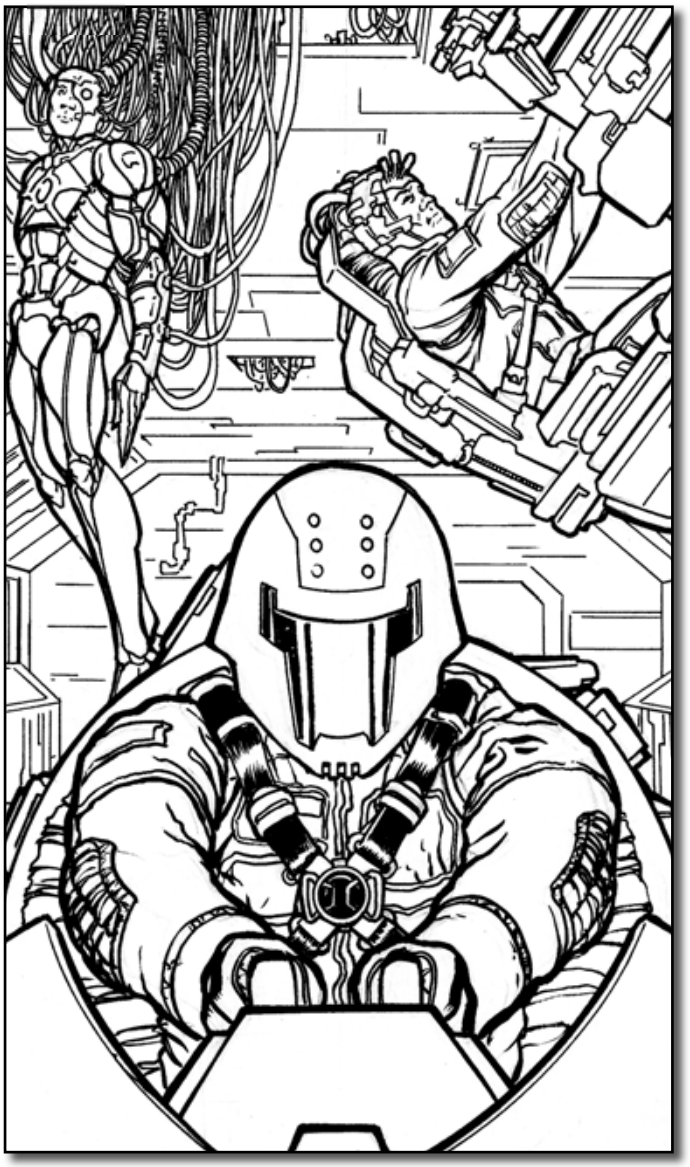
- Pilot: You are a ship's pilot, using your psionic powers to enhance and push the capabilities of your starship.
- Navigator: Your psionic powers enhanced the navigational capabilities of your ship.
- Integral: You have taken the ultimate step of surgically and psychically integrating with your ship; its electronics and systems becoming extensions of your own nervous system and psyche.

CAREER PROGRESS

	Survival	Advancement
Pilot	Int 7+	Dex 7+
Navigator	Edu 7+	Int 7+
Integral	End 6+	Int 10+

MUSTERING-OUT BENEFITS

Roll	Cash (Cr.)	Benefits
1	15,000	+1 Dex
2	20,000	+1 Edu
3	20,000	+1 Psi
4	30,000	Training in 1 Talent
5	30,000	1 Ship Share
6	50,000	2 Ship Shares
7	50,000	Ship of 1d3 x100 tons



SKILLS AND TRAINING

	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)
1	+1 Int	Discipline	Tactics (naval)
2	+1 End	Pilot (any)	Computers
3	+1 Soc	Comms	Space Science
4	+1 Dex	Sensors	Engineer (electronics)
5	+1 Edu	Gun Combat (any)	Astrogation
6	+1 Psi	Navigation	Machine Symbiosis Talent
	Specialist: Pilot	Specialist: Navigator	Specialist: Integral
1	Pilot (any)	Astrogation	Pilot (any)
2	Tactics (naval)	Computers	Astrogation
3	Comms	Comms	Comms
4	Mechanic	Space Science	Sensors
5	Recon	Navigation	Computers
6	Pilot (any)	Astrogation	Machine Symbiosis Talent

RANKS AND BENEFITS (PILOT AND NAVIGATOR)

Rank	Title	Skill or Benefit
0	Rating	Computers 1
1		
2	Ensign	
3	Helmsman	Sensors 1
4	Lieutenant	+1 Social
5	Captain	
6	Commander	Leadership 1

TRANSPLANTS AND UPGRADES (INTEGRALS)

Rank	Max Hull Size (tons)	Upgrade
0	50	Pilot (Spacecraft)
1	100	Astrogation
2	300	Gunner (any)
3	600	Tactics
4	1,000	Psi
5	1,500	Machine Symbiosis
6	2,000	Advanced Talent

MISHAPS

2d6	Mishap
2	Severely wounded. Roll twice on the Injury table and take the lower result.
3	Through either tiredness or negligence a routine manoeuvre results in a collision with another ship. You must forgo your Advancement check this term.
4	You serve under a captain who is overly strict. Make Education + Psi + one each of Pilot, Comms and Sensors checks. If you succeed at all three, you may continue in this career. Otherwise, leave the career and gain the captain as a Rival.
5	Other flight deck crew members on your ship are using stimulant drugs to increase their endurance. If you do not do so, you fall behind and are replaced. If you do so, you may continue on this career but lose one Benefit roll and have an addiction to stimulants.
6	Your ship misjumps and spends months stranded in deep space. Inquiries into the cause of the misjump hound you out of the service. If you are an Integral, you are transferred to a hull one rank smaller than your current hull and decommissioned to private service.
7	A superior officer develops inappropriate feelings for you which you manage to rebuff. However, he or she becomes vindictive and you suffer a –3 DM to your next promotion roll. Gain the officer as a Rival.
8	One of your orders or decisions sends several crewmen to their deaths. You may leave the service with an extra skill roll driven by guilt or ignore it and continue on.
9	A Jump routine is particularly harrowing and you develop a complex called Jump Space Blindspot Phobia, caused by gazing for too long into the strange null-zone of jump space. You can still make jump trips but must roll End 9+ to avoid becoming an emotional, dysfunctional wreck for the voyage, gaining a level of Psionic Trauma.
10	Gain a level of Psionic Trauma due to the stresses of your position.
11	You gain a reputation as a maverick who takes unnecessary risks in training and real-fire exercises. Lose your Benefit and Advancement rolls for this term.
12	Injured – roll once on the Injury table.

EVENTS

d66	Event
11	Disaster! Roll on the Mishap table but you are not ejected from this career.
12	Your psionic abilities help extend the capabilities of your ship. Gain +4 to your next advancement roll.
13	A mission takes you into an uncharted region of space. Throw Psi + either Pilot or Astrogation, 8+. If you succeed, you make a discovery that greatly benefits your ship's reputation; gain an additional Benefit roll. If you fail, you find nothing of interest in this uncharted area.
14	Your ship is involved in a first contact with an alien species. Gain Life Science 1, Diplomat 1, Remote Operations 1 or a Contact.
15	You participate in a series of wargames. Roll Intelligence + Tactics (Naval) to win. If you succeed, you get a Citation for Meritorious Conduct.

16	Your ship is assigned to a pirate hunting mission. To your surprise, one of your Contacts (or a new Contact if you have no existing suitable Contacts) is a member of the pirate crew. If you intercede on their behalf, roll Social + Advocate. Succeed and you may keep the contact. Fail and they are imprisoned and blame you, becoming an Enemy.
21	Life Event. Roll on the Life Events table.
22	Roll Psi 8+ If you succeed, you successfully predict the appearance of an armed enemy in an area of space you are about to enter. Your foresight leads to victory and a promotion. If you fail, the encounter with the enemy still goes in your favour but you gain no special accolades for the engagement.
23	Roll Machine Symbiosis 8+. If you succeed, you determine a malfunction with the ship; gain either Engineer (any) or Computers.
24	You are invited to dine at the captain's table. Roll Social + Steward, Carouse or Diplomat. If you succeed, gain a Contact in the crew.
25	You find yourself taking command when a bridge hit incapacitates senior staff. Either gain Leadership or take a +4 DM to your next Advancement roll (in any naval career).
26	You become an indispensable part of the bridge staff. You are automatically promoted.
31	You are assigned to fleet escort duties. Gain Pilot (Small Craft).
32	Your insight and abilities earn you respect amongst your peers. Gain an Ally and +2 to your next Advancement check in this career.
33	A decision you make, based on your psionic abilities, saves the service considerable money and you are rewarded. You may take either an additional Benefit roll or test for a new psionic ability (at the usual Learning DMs).
34	You are enmeshed in a telepathic plot and conditioned as a sleeper agent. Roll 1-6. On a 1-4, your conditioning is discovered before you are activated and are ejected from the navy, however gain an additional Benefit roll to maintain your silence. On a 5-6, you are still an unwitting sleeper agent.
35	A mission or project gives you a strange insight into your powers. Gain Science (Psi).
36	You are assigned to escort an important convoy. Before the mission, you are contacted by agents of an enemy power who wish to attack the convoy. If you betray your employer, you gain 1-3 extra Benefit rolls for this career and may automatically qualify for any Rogue or Agent career for your next term but you must leave the navy.
41	You are invited to join a secret group of psion pilots, navigators or integrals. Roll Psi + Social 10+ to be accepted. If you join successfully, gain 1d3 Allies. If you fail, gain 1 Contact.
42	Life Event. Roll on the Life Events table.
43	You establish a network of contacts. Gain 1-3 Contacts.
44	You are given advanced training in a specialist field. Throw Education 10+ to gain any one skill.
45	Your ship is engaged in a major battle. Roll Psi + Gunner (any) or Tactics 8+. If you succeed, you defeat the enemy decisively and gain a roll on the Advanced Education table. If you fail, roll on the Injury table.
46	Fall in love with a colleague. This results in you gaining a Rival as your lover spurns their existing companion for you. Roll 2d6 for the number of years your love affair lasts. If this takes you into your adventuring career properly, then you are still with your lover when play begins and the relationship may continue indefinitely. Your lover is also an Ally.
51	You are selected for specialist Psionics Training. Throw Psi 9+. If you succeed, choose either to: Increase a Talent by 1 level *or* gain a Power from any other Talent that you are not capable of using. You may use this Power by rolling against your Psi but always at –3 until you are competent with that Power's Talent.
52	Your work raises your awareness of your psionic powers. Roll Psi 8+. If successful, gain +1 DM to any one power in any of your trained Talents.
53	Gain any skill from the tables in this career at level 1. However, one of your Psionic Powers in any one Talent of your choice becomes impotent and you cannot use it.
54	You are given advanced training in a specialist field. Throw Education 8+ to gain any one skill.
55	Life Event. Roll on the Life Events table.
56	Your work hardens you to the effects of Psionic Trauma. If you have accrued any levels of Psionic Trauma, reduce it by 1. If you have not accrued any Psionic Trauma, you may ignore the first level you receive.
61	A colleague or contact imparts a great secret about your organisation. Your Referee will decide what this is. Roll Int 8+. If you succeed, you gain Investigate as a result.
62	Your work in Machine Symbiosis heightens your Telekinesis talent. If you do not have this talent, gain it at level 0; if you already have it, gain a level.
63	You go above and beyond the call of duty. Gain a +2 DM to your next Advancement check.
64	Your powers and investigative abilities make the news feeds. Roll Social 8+. If you succeed, gain a further Benefit roll.
65	A mission leads you into contact with an alien intelligence or artefact. Roll Endurance 8+. If you succeed, you may test for one Advanced Talent in the usual way. If you fail, gain the aliens or alien intelligence as a Contact.
66	You honour the service considerably. You are automatically promoted.

MYSTICAL ORDER

Some science fiction and science fantasy campaigns support orders that treat psionic powers as mystical abilities – either as the manifestation of power from a higher force or as an energy that surrounds and binds the universe. Characters in this career may be operating on the side of truth and justice or the darker, more subversive (or even evil) path of the order.

Enlistment: Psi 7+.
–2 DM for every previous career.
+1 Dexterity 8+.

Assignments: Choose one of the following:

- Adviser: You are an adviser attached to an individual or government, using your powers to guide and inform their daily decisions.
- Bodyguard: You are a bodyguard to an important individual such as a noble or member of a government.
- Pilgrim: You spend time wandering the star systems, bringing enlightenment to where it is needed.

CAREER PROGRESS

	Survival	Advancement
Adviser	Psi 5+	Soc 6+
Bodyguard	Str 6+	Dex 7+
Pilgrim	Psi 6+	Edu 7+

MUSTERING-OUT BENEFITS

Roll	Cash (Cr.)	Benefits
1	1,000	1 Contact
2	3,000	1 Ally
3	6,000	+1 Psi
4	10,000	Training in 1 Talent
5	15,000	Psionic Weapon appropriate to Order
6	20,000	+1 Soc
7	30,000	1 Ship Share

RANKS AND BENEFITS

Rank	Title	Skill or Benefit
0	Initiate	
1	Apprentice	Weapon* 1
2	Acolyte	
3	Adept	
4	Knight	+1 Psi
5	Master	Symbol of Authority, Leadership 1
6	Grand Master	Advanced Talent

**This may be a standard weapon, a weapon held sacred by the order or a psionic weapon, such as an energy blade. Your Referee will decide according to the nature of your order.*

SKILLS AND TRAINING

	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)
1	+1 Str	Lore (order)	Gun Combat (any)
2	+1 Dex	Melee (any)	Tactics
3	+1 End	Advocate	Diplomat
4	+1 Int	Basic Talent	Broker
5	+1 Edu	Investigate	Pilot
6	+1 Psi	Stealth	Advanced Talent
	Specialist: Adviser	Specialist: Bodyguard	Specialist: Pilgrim
1	Diplomat	Streetwise	Streetwise
2	Admin	Deception	Melee (any)
3	Broker	Melee (any)	Lore (order)
4	Advocate	Stealth	Diplomat
5	Steward	Tactics	Advocate
6	Life Science (any)	Comms	Jack of All Trades

MISHAPS

2d6	Mishap
2	Severely wounded. Roll twice on the Injury table and take the lower result.
3	You are tempted by enemies. Roll Psi + Lore (order) to resist joining their ranks. If you succeed, gain 1d3 Enemies from the opposing side.
4	You suffer Psionic Backlash as a result of strenuous psionic activity. Gain 2 levels of Psionic Trauma.
5	You learn something that you should not and people want you dead for it. Gain an Enemy and Deception 1.
6	A criminal or other figure under investigation offers you a deal. Accept and you leave this career without further penalty. Refuse and you must roll twice on the Injury table and take the lower result. You gain an Enemy and any skill of your choice.
7	Your abilities are called into question. Roll Psi 8+ to convince colleagues and superiors of your powers. If you fail, lose your next Advancement roll.
8	You are targeted by the enemy due to your psionic capabilities. Roll End 8+. If you fail, roll on the Injury table. If you succeed, gain either Deception, Investigate or Stealth but also gain 1 level of Psionic Trauma.
9	You suffer a crisis of faith. Roll Psi 9+. If you succeed, you may continue in this career. If you fail, you must leave immediately.
10	Betrayed by a friend. One of your Contacts or Allies betrays you and becomes a Rival or Enemy.
11	You suffer from a psychological disorder. Reduce your Psi Strength by 1.
12	Injured. Roll on the Injury table.

EVENTS

d66	Event
11	Disaster! Roll on the Mishap table but you are not ejected from this career.
12	You are required to give important advice. Roll Psi + Advocate or Diplomat 8+. If successful, gain +2 to your Advancement check. If you fail, you receive no Advancement check this term.
13	You are called to defend someone you are protecting. Roll Psi + Melee (any) 9+. If you succeed, you gain an Ally. If you fail, roll on the Injury table.
14	Roll Psi 8+. If you succeed you have a premonition; roll 1d6 to see what it is: 1 Your premonition does not come to pass and your reputation suffers. –2 to your next Advancement check. 2 You foresee the actions of an Enemy. Gain a level of Tactics. 3 You foresee the long-term actions of a colleague are detrimental to your order. Gain a Rival. 4 You foresee a way to make money. Gain an additional roll on the Cash section of the Mustering-Out Benefits table. 5 You foresee corruption or dishonesty within your order. If you expose it, gain Advocate but also gain 1d3 Enemies. 6 You foresee a disaster and your warning averts death. Gain +4 to your next Advancement check.
15	You pick up a few useful skills here and there. Gain Jack of all Trades, Survival, Streetwise or Melee (unarmed combat)
16	An Enemy makes an attempt on your life. Make a further Survival roll for this term. If you fail, roll twice on the Injury table and apply both results. If you succeed, make a roll against any one combat skill. If you succeed, roll 1d6: 1 Your Enemy escapes uninjured. 2 Your Enemy is lightly wounded but escapes. 3 Your Enemy is seriously wounded but escapes. 4 Your Enemy is lightly wounded and captured. 5 Your Enemy is seriously wounded but captured. 6 Your Enemy is killed.
21	Psionic training leads to you being able to use one of your psionic powers with greater efficiency. The Psi cost for the power chosen is always half (rounded down with a minimum of 1 point) the usual cost.
22	You experience visions of mystical insight. Gain +1 Int or +1 Edu. The visions have a profound effect on you; throw Psi 8+ to avoid gaining a level of Psionic Trauma.
23	Life Event. Roll on the Life Events table.
24	Your order selects you to undergo a secret rite of enlightenment. Gain Lore (order).
25	A mentor dedicates time to your development. Gain +2 to your next Advancement roll or gain a level in one of the following: Admin, Advocate, Leadership or Lore (order)

26	You are assigned to a research team studying an alien language or cipher. Gain either Edu +1, Social Sciences (linguistics) 1 or Social Sciences (philosophy) 1.
31	You come into contact with a psionically adept alien species. Roll 1d3; this is the number of Powers that gain a +1 DM, when you use them, as a result of studying with your alien counterparts. The Powers can be from any Talents you are trained in.
32	An assassination attempt takes place that you are in a position to thwart. Roll Psi + Dex 9+. If you succeed, you save the lives of many and gain 1d3 Allies. If you fail, the target dies and you suffer a crisis of confidence; roll Psi 9+ to avoid gaining a level of Psionic Trauma.
33	You discover that your order is aiding an agency that has ideals contrary to your own. Roll Edu + Lore (order) to reconcile the beliefs. If you succeed, gain +1 Psi. If you fail, you must contemplate leaving the order at the end of this term. Suffer a –2 DM to your re-enlistment throw.
34	You are selected for advanced training. Roll Edu 10+ to gain a roll on the Advanced Education table.
35	Your order requires you to retest your faith and commitment. Roll Psi + Social 10+; if you succeed, gain either a roll on the Advanced Education table or a +4 DM to your next Advancement roll.
36	You are made the custodian of one of the order's secrets. This gains you a Rival but it also gains you Investigate 1. Your Referee will decide what that secret is.
41	Life Event. Roll on the Life Events table.
42	You must face a trial against the forces of darkness. Roll Endurance + Survival 9+. If you succeed you are promoted. If you fail, you are demoted one rank but gain +1 Edu.
43	Your order's reputation suffers due to a cultural misunderstanding. Roll Int + Advocate 9+ to redeem its reputation. If you succeed you gain an Ally. If you fail, roll on the Mishap table but you are not ejected from this career.
44	Temptation comes your way. What is it? 1 An additional Benefit roll. 2 +1 Social. 3 +1 Dex. 4 +1 Psi. 5 Test for an Advanced Talent. 6 Roll on the Advanced Education table. If you choose to succumb to temptation you gain the benefit from the list above but must leave the order. If you choose to resist, you gain +4 to your next Advancement check.
45	You are selected for advanced training. Roll End 10+ to gain a roll on the Personal Development Table.
46	War between your order and its enemies is brewing. Roll Psi + Endurance to prevail. If you succeed, gain a roll on any of the service tables for this career. If you fail, roll on the Injury table.
51	You use your powers to turn a dangerous or risky situation into something for your benefit. Gain an additional Benefit roll for this term and throw Psi 8+. If you succeed, you gain a +1 DM for using one particular Power from a trained Talent.
52	Your psionic abilities save the life of someone. Change any Enemy into a Rival, any Rival into a Contact and any Contact into an Ally.
53	You are approached by a secret society who has need for your abilities. You may enlist in the Underground Psion Network automatically next term. If you choose not to, you still gain the network as a Contact.
54	You gain an insight into one of your psionic powers. When using this power you gain a +1 DM to your Psi (Talent) roll.
55	Life Event. Roll on the Life Events table.
56	You are forced to kill someone to prevent your powers being abused or to evade capture. Gain Melee (any) but also gain an Enemy and 1 level of Psionic Trauma.
61	You become entangled in a bureaucratic or legal morass that distracts you from your work. Gain Admin 1, Advocate 1, Persuade 1 or Diplomat 1.
62	You work for an eccentric but brilliant mentor, who becomes an Ally. Either gain Science (any) or take a +4 DM to your next Advancement roll (in any career) thanks to his aid.
63	Your faith strengthens. Gain Lore (order).
64	A protégé turns to the forces opposing your order. Gain him as an Enemy but also gain +1 Psi as a result of the experience.
65	You uncover the secret to enhancing your psionic abilities. Gain +1 to 1d3 existing powers, if you can roll Psi 10+.
66	You honour the network considerably. You are automatically promoted.

NEW SKILLS

This chapter introduces several new skills for psionic characters, relating to certain professions. Most of these skills relate to temporal and dimensional events but they can also be studied by non-psion characters.

LORE (ORDER)

This skill covers the conventions, practices and secrets of your particular order. You are trained in using the Lore skill to help in problem solving, convincing others of your veracity and in dealings with others within your order or who follow it without any formal membership.

Using your knowledge and piety to impress others: 1-6 seconds, Average (+0)

Using Lore to understand a particular practice or gain an insight into its significance, 1-6 minutes, Average (+0)

Applying your knowledge to a particular situation or problem requiring tact and negotiation: 1-6 hours, Difficult (–2)

SCIENCE (PSIONICS)

This branch of Science studies the nature and application of psionic abilities, although it does not confer the abilities themselves. Characters with Science (Psionics) can use the skill to determine the nature of a demonstrated psionic talent or power and can also test others for psionic potential. The skill covers the theory of psionics as well as the practical applications of psionic powers.

Identifying a basic talent or power: 1-6 seconds, Average (+0)

Identifying an advanced talent or power: 1-6 minutes, Average (+0)

Testing for psionic potential: 1-6 days, Difficult (–2)

SCIENCE (TEMPORAL)

The Temporal science branch deals with the nature of time and offers insights into its peculiarities. Practitioners are experienced in understanding how time can be influenced by external factors, such as dimensional anomalies, quantum events, string theory, gravity disturbances and FTL travel. This allows for certain physical events to be predicted or measured but it does not necessarily mean that a particular consequence can be predicted with any great accuracy or what the outcome of a paradox might be.

Identifying a temporal anomaly: 1-6 minutes, Average (+0)

Predicting general consequences of a temporal event: 1-6 minutes, Difficult (–2)

Charting the long-term consequence of a temporal event: 1-6 hours, Difficult (–2)

SCIENCE (DIMENSIONAL)

The study and understanding of parallel dimensions and worlds, based on quantum theory, string theory, super-string theory and so on. The practitioner of Dimensional Science understands how planes of existence interact, depending upon their natures and can identify weaknesses or potential weaknesses in the barriers between worlds and planes.

Identifying a portal, gate or inter-dimensional pathway: 1-6 hours, Average (+0)

Studying the nature of a newly discovered parallel: 1-6 weeks, Difficult (–2)

Building a trans-dimensional device: 1-6 months (or years), Very Difficult (–4)

TEMPORAL PARADOX

This skill provides the practitioner with the reasoning, insight and logic abilities to extrapolate the likely effects of a paradox resulting from time travel or anomalies in the space-time continuum. With applied study, the practitioner can work-out the necessary solutions for restoring equilibrium or understanding if a disruptive event is beneficial or harmful.

Identifying a temporal paradox and its general conditions: 1-6 minutes, Average (+0)

Working out the best way to resolve a paradox: 1-6 hours, Difficult (–2)

Correcting the nature of the paradox: 1-6 days (or longer), Very Difficult (–4)

Psionic Powers

Psionic powers are divided into Basic and Advanced talents. Basic talents are the most commonly encountered psionic powers and are easier to learn and train. Advanced talents are less frequently found, are difficult to learn and train and have both dramatic effects and consequences.

This chapter details both Basic and Advanced talents and the powers found within that talent. The basic talents are reproduced from the Psionics chapter of *Traveller Core Rulebook* for ease of reference, along with the Psionic Range chart, which is used to determine scales of distance and the Psionic Strength points required to use powers at different ranges.

Options for Talents and Powers

The range of talents and powers presented in this chapter is comprehensive enough for most science fiction campaigns, however new abilities will always present themselves – inspired by or replicating, powers found in film, television and books. This section provides some guidance on creating and customising talents and powers for use in your *Traveller* campaigns.

Custom Talents

Certain professions or campaigns may require custom talents to be developed. This is essentially the gathering together of disparate Basic and Advanced powers under a single, trainable group that is used as a psionic specialisation.

The Referee always has the final say over what powers can be grouped together, be this creating a brand new talent or customising an existing talent (swapping powers from two or more talents, for instance); however, there are some guidelines to be followed.

- Powers should be complementary in nature, rather than being diametrically opposed.
- No talent should have more than six powers; ideally three to four.
- The Learning DM for a talent is always based on the most difficult Learning DM for a power's talent. *For example, mixing the Telepathy and Ship Integration powers into a single talent would mean this talent has a Learning DM of –4 (the Learning DM for the Ship Integration-sourced powers).*

Creating New Powers

The easiest way to create a new power is to find a similar power from those in this chapter and subtly tweak the effects to achieve what is needed. It might be apt to reduce the costs for range, for example or reduce the difficulty of a power if it is in very common use and easy to achieve in the campaign setting than as directed in this book.

However, if creating an entirely new power is necessary, several questions need to be considered:

- What is the effect of the power and what does it achieve?
- Is the power in keeping with the campaign's power-level and setting type?
- To what degree will the power overbalance characters working together?
- Should there be a power that opposes the new power in some way, to achieve game balance?
- How should the Psionic Strength cost and Difficulty of the power be structured (bearing in mind that a power should be usable but not so easy to use that abuse is likely)?
- Does the power logically belong to a particular talent or is a new talent required to accommodate it?

Some of these questions will be easier to answer than others and the question of game balance is always one that should be born in mind; however, using psionics in any campaign will introduce a certain degree of game imbalance – and that can be part of the enjoyment. Psions are special individuals, signalled to be above the norm by dint of their abilities. Striving for perfect game balance should not be an all-consuming concern but a question considered in the light of a new power's effects and consequences for the Players Characters.

Psionic Range Chart

Range	Distance to Target	Telepathy or Clairvoyance	Telekinesis	Teleportation
Personal	Less than 1.5 metres	0	1	1
Close	1.5 to 3 metres	0	1	1
Short	3 to 12 metres	1	2	2
Medium	12 to 50 metres	1	4	2
Long	50 to 250 metres	2	8	4
Very Long	250 to 500 metres	2	—	4
Distant	500 metres to 5 kilometres	3	—	6
Very Distant	5 kilometres to 500 kilometres	3	—	6
Continental	500 to 5,000 kilometres	4	—	8
Planetary	5,000 to 50,000 kilometres	4	—	8

BASIC TALENTS

Basic talents are the common psionic talents and cover the most familiar psychic territory; telepathy, ESP, telekinesis and teleportation. The word 'basic' is a misnomer; the powers found in these talents can be every bit as potent as those found in the advanced talents, tackled later.

BASIC TALENT LEARNING DMS

Talent	Learning DM
Telepathy	+4
Clairvoyance	+3
Telekinesis	+2
Awareness	+1
Teleportation	0
Per previous talent acquisition check	–1

Telepathy

Telepathy is the talent of mind-to-mind contact. It is subtle by nature but can also be used to bluntly crush the wills of those who oppose the telepath.

LIFE DETECTION

The most elementary form of telepathy is the ability to detect the presence of other minds. Life detection enables a character to sense the presence of other minds, the number of minds present, the general type of minds (animal, human and so on) and their approximate location. Life detection is reasonably sophisticated and can distinguish intelligent beings from bacteria or unimportant animals in the area. It functions best at detecting intelligent minds. Shielded minds are undetectable (whether the shield is natural or artificial in origin). If an individual whom the telepath knows is 'life detected' he or she will be recognised.

Telepathy, Psionic Strength, 10-60 seconds, Easy (+4).
Costs 1+Range

TELEMPATHY

The communication of emotions and basic feelings is accomplished by telempathy. This ability serves well in the handling of animals and beasts of burden but may also be applied as a psychological weapon against humans. Sending of emotions such as love, hate, fear and others may influence other beings (although not necessarily in the manner desired). Telempathy also allows the emotions and feelings of others to be read by a character. The Effect of the check determines the strength of the projected emotion. Telepaths will always recognise when someone is using telempathy to bend their emotions but others will not. The change in mood may be dramatic and inexplicable but most people will simply ascribe it to the mercurial nature of human emotions. Shielded individuals are immune to telempathy as they are all other Telepathy powers.

Telepathy, Psionic Strength, 10-60 seconds, Routine (+2).
Costs 1+Range.

READ SURFACE THOUGHTS

The most widely known feature of Telepathy is the ability to read the thoughts of other individuals. Only active, current thoughts are read by this ability, with the subject (if himself not a telepath) unaware of the activity. Individuals with telepathic ability cannot be read due to the presence of their natural shields, unless they willingly lower their shielding. The Effect of the check determines the clarity of the telepath's perceptions.

Telepathy, Psionic Strength, 10-60 seconds, Average (+0).
Costs 2+Range.

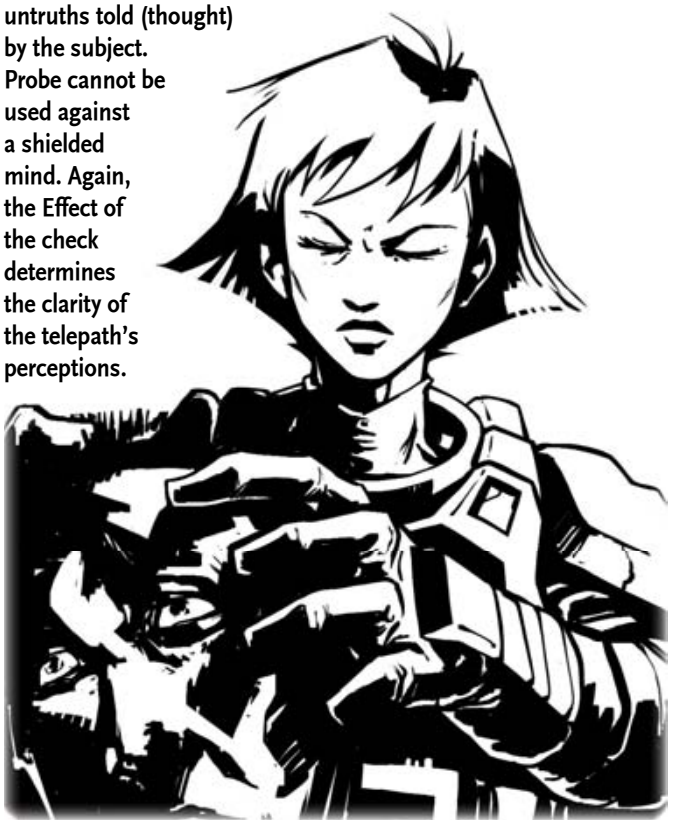
SEND THOUGHTS

Complementary to the ability to read surface thoughts is the ability to send thoughts to others. Such individuals need not themselves be telepathic to receive such thoughts. Telepathic individuals are normally open to such transmissions but may close their shields against them if they become bothersome or threatening.

Telepathy, Psionic Strength, 10-60 seconds, Difficult (–2).
Costs 2+Range.

PROBE

The application of great psionic strength will enable a telepath to delve deep into the mind of a subject and to then read his innermost thoughts. Questioning can be used in the procedure to force the subject to divulge specific information. The prober can easily determine deliberate untruths told (thought) by the subject. Probe cannot be used against a shielded mind. Again, the Effect of the check determines the clarity of the telepath's perceptions.



Telepathy, Psionic Strength, 1-6 minutes, Very Difficult (–4).
Costs 4+Range.

ASSAULT

Violence may be dealt by a telepath. An unshielded mind, when assaulted telepathically, is rendered unconscious immediately and the character suffers 2d6 + Effect damage. Unlike normal damage, assault damage is applied to Psionic Strength (if the victim has it), then Intelligence, then Endurance. Psionic Strength and Endurance return as normal (see pages 152 and 74 of the *Traveller Core Rulebook* respectively). Intelligence returns at the rate of one point per day. When a shielded mind is assaulted the two telepaths make opposed Telepathy checks. If the attacker wins, the victim suffers damage as normal.

Telepathy, Psionic Strength, 1-6 seconds, Formidable (–6).
Costs 8+Range.

SHIELD

All telepathically able characters learn how to create a mental shield, which protects the mind against unwanted telepathic interference. Shield is automatically in force at all times and requires no Psionic Strength point expenditure to maintain. However, while a telepath has his shield up he cannot use any telepathic powers either. Shield can be lowered to allow telepathic contact or to use telepathic powers – this takes a mere thought (a free action in combat).

Clairvoyance

Clairvoyance is the general talent which, allows a person to sense events at some location displaced from the viewer. There are several levels of clairvoyant ability. Clairvoyance abilities allow eavesdropping activities as well as spying and detection-free exploration of situations. While telepathic life detection will determine the presence of living minds in a closed room, for example, sense will determine if a room is occupied or empty. Clairvoyant activity cannot be sensed by others, including by other psionic individuals.

SENSE

The basic ability to sense things at some point in the distance. A character will become aware of the most rudimentary characteristics of a location when applying this ability. For example, the Referee will give a basic description, without detail: 'a room containing four dogs' or 'an open plain with a tree and no animals or men present'. The clairvoyant character must state the range at which he is applying his talent and will generally sense the most interesting or important feature at that range. The Effect of the check determines the level of accuracy and clarity.

Clairvoyance, Psionic Strength, 10-60 seconds, Routine (+2).
Costs 1+Range.

TACTICAL AWARENESS

With this ability, the character can perceive dangers and foes around him using his clairvoyant abilities. This enhanced spatial perception allows him to ignore the effects of darkness, smoke, fog or other environmental effects that impede vision. He may also detect hidden foes within range. The Effect of the check is how long the enhanced awareness lasts in rounds.

Clairvoyance, Psionic Strength, 1-6 seconds, Average (+0).
Costs 2+Range

CLAIRVOYANCE

This specific ability allows actual remote viewing of a situation at some displaced point. Rather than the 'snapshot' that sense gives, clairvoyance allows the psion to observe as if he was there in person. The clairvoyant character must state the range at which he is applying his talent. The Effect of the check determines the level of detail perceived and the duration in rounds the vision can be maintained for.

Clairvoyance, Psionic Strength, 10-60 seconds, Average (+0).
Costs 2+Range.

CLAIRAUDIENCE

This ability is identical to clairvoyance, with the exception that it allows hearing instead of seeing.

Clairvoyance, Psionic Strength, 10-60 seconds, Average (+0).
Costs 2+Range.

CLAIRSENTIENCE

This power combines the effects of clairvoyance and clairaudience. The character is capable of both seeing and hearing a specific situation.

Clairvoyance, Psionic Strength, 10-60 seconds, Difficult (–2).
Costs 3+Range.

Telekinesis

Telekinesis is the talent which allows objects to be manipulated without physically touching them. Any manipulation is treated as if the person was physically handling the item but physical danger, pain or other stimuli are not present. Telekinesis includes a limited amount of sensory awareness, sufficient to allow actual intelligent manipulation.

TELEKINESIS

This basic form of the talent allows the character to move objects at range. The Effect of the check determines the duration of the telekinesis in rounds. The number of points spent determines the Strength of the Telekinesis. It costs 1 Psi point to lift up to 100 kg (2 Psi points for 200 kg and so on).

Telekinesis, Psionic Strength, 1-6 seconds, Average (+0).
Costs Strength+Range.

FLIGHT
By applying telekinesis to his own body the character can fly, or at least levitate, over short distances. The character can fly for a number of rounds equal to the Effect of the check at a speed of up to six metres per round.

Telekinesis, Psionic Strength, 1-6 seconds, Average (+0).
Costs 5.

TELEKINETIC PUNCH
Telekinesis can be used as a direct attack, smashing the foe with a blast of telekinetic force. The damage inflicted is 2d6 + the Effect of the check.

Telekinesis, Psionic Strength, 1-6 seconds, Average (+0).
Costs 1+Range.

MICROKINESIS
This more challenging form of telekinesis allows for fine manipulation of very small or even microscopic objects. A telekinetic can use this power to pick locks, perform microsurgery, sabotage a computer system and so forth. The range is always Personal.

Telekinesis, Psionic Strength, 10-60 seconds, Difficult (–2).
Costs 3.

PYROKINESIS
By exciting the substance of an object the character can raise its temperature, possibly even causing it to burst into flames. Roll 1d6 and add the Effect of the check.
Pyrokinesis Effect Target...
0-4 Becomes warmer but is undamaged.
5-8 Is burned, suffering 1d6 damage.
9+ Suffers 2d6 damage and may burst into flames if flammable.

Telekinesis, Psionic Strength, 10-60 seconds, Difficult (–2).
Costs 3+Range.

Awareness
Awareness is the psionic talent which allows control of one's own body. Awareness powers never have a range – they are used only on yourself.

SUSPENDED ANIMATION
Personal body activity may be suspended for varying periods of time. A character with Awareness may enter a suspended animation state (similar to cold sleep but without the intrinsic danger of death) by willing himself into it. Such a state continues for 7 days without need for food or water and with minimal air needs. Such a person could effectively travel in a low passage berth without actually undergoing cold sleep and its dangers. Suspended animation may be stopped at any time previous to its duration expiring, provided external stimulus is given to awaken the sleeper (such as a friend or a mechanical alarm).

Awareness, Psionic Strength, 1-6 minutes, Average (+0).
Costs 3.

ENHANCED AWARENESS
By focussing his mind, the character can improve his concentration and ability to perform complex tasks. While under the effects of enhanced awareness, the character may add his Psionic Strength DM (if positive) to any skill checks. Enhanced awareness lasts until the character fails a skill check or sleeps.

Awareness, Psionic Strength, 1-6 seconds, Average (+0).
Costs 1.

PSIONICALLY ENHANCED STRENGTH
Psionic Strength points may be converted to normal Strength points on a temporary basis. The character makes the commitment, reduces his Psionic Strength by a specific number of points and increases his physical Strength characteristic by that number. In no case may the number of Strength points gained exceed the character's current level in Awareness and Strength may not be increased beyond the character's racial maximum. Psionically enhanced strength reaches its new level immediately, remains at that peak for ten minutes and then declines at the rate of 1 Strength point per minute until the normal Strength level is reached. This power works as normal on wounded characters but their Strength returns to the wounded level rather than the normal value. It cannot be used as a 'quick heal'.

Awareness, Psionic Strength, 1-6 seconds, Average (+0).
Costs boosted Strength.

PSIONICALLY ENHANCED ENDURANCE
Psionically enhanced endurance works in exactly the same way as psionically enhanced strength except the characteristic boosted is Endurance rather than Strength, including its lack of healing ability.

Awareness, Psionic Strength, 1-6 seconds, Average (+0).
Costs boosted Endurance.

Regeneration
Wounds and injuries may be healed rapidly. Strength, Dexterity and Endurance lost to injury, disease, poison or other trauma may be healed by the application of this ability, exchanging one Psionic Strength point to regenerate one characteristic point. Any amount of Psionic Strength may be expended with a single use of regeneration but it may not be used again until all expended Psionic Strength is recovered. Regeneration may also be applied to the growing of new limbs or organs to replace lost ones or to heal unrecovered old wounds suffered prior to psionic training. Regeneration may not be used to counteract aging. Regeneration is not capable of affecting others and may not be used for healing or enhancing other characters.

Awareness, Psionic Strength, 10-60 seconds, Very Difficult (–4). Costs amount healed.

BODY ARMOUR

By channelling psionic strength to his skeletal structure and boosting his healing rate, the character can enhance his ability to absorb damage. Body armour lasts for a number of rounds equal to the Effect of the check and provides an armour rating equal to the number of Psionic Strength points expended. This armour stacks with worn armour as normal.

Awareness, Psionic Strength, 1-6 seconds, Very Difficult (–4). Costs amount healed.

Teleportation

Teleportation is a talent that allows effectively instantaneous movement from one point to another point without regard to intervening matter. Psionic teleportation is limited to the movement of the teleported character's body and (for highly skilled teleporters) their clothing and weapons. Unlike the other talents, Teleportation has only a single power: the ability to teleport yourself. Teleporting without any equipment or clothing uses the Teleportation talent with the Psionic Strength DM as a modifier. The act of teleporting takes 1-6 seconds (a significant action in combat) and costs nothing except what the psion spends on range.

Teleporting with up to 10 kg of equipment or clothing is Difficult (–2 DM) and costs 2 + range Psionic Strength points.

Teleporting with up to 500 kg of equipment is Very Difficult (–4 DM) and costs 4 + range Psionic Strength points.

Teleportation always involves the movement of one's body to another location. Independent items or other individuals may not be moved. Teleportation involves certain requirements in order to be accurate and to insure obedience of the laws of physics.

Preknowledge of Destination: A character must always have a mental image of his or her destination before teleporting. This mental image is acquired by personally visiting the location first (or viewing it from a distance), having the mental image implanted in one's mind (by telepathy) by another person who has visited the destination or by viewing the location through clairvoyance. The key is to remember that someone has to actually view the location – recorded images are not enough.

Energy and Momentum: Teleportation involves serious restrictions on movement in order to assure the conservation of energy and momentum. On planetary surfaces, teleportation is restricted to jumps of Very Distant range or less. Jumps at Very Distant range involve disorientation for a period of 20 to 120 seconds (2d6 x10) after arrival. This restriction results from the law of conservation of momentum: on a rotating planet, two locations will have different rotational speeds and directions. A jump from a point on the Earth's equator to one of its poles would result in a total velocity difference between the character and his surroundings of over 3,300 kph, which would lead to a messy death in short order. Teleporting to or from vehicles travelling at high speed can also result in energy gains or losses. When teleporting into, onto or out of a fast-moving vehicle the psion takes damage as if the vehicle had rammed him at its current speed (see *Traveller Core Rulebook*, page 66). Changes in altitude (actually all movement to locations of differing gravitational potential) will result in potential energy changes, manifesting themselves as changes in body temperature. A jump of one kilometre straight down will result in a temperature increase of 2.5 degrees Celsius; this is sufficient to cause extreme fever, brain damage and even death. A jump up will cool the body by the same amount, with equally serious results. To be safe, a jump may not involve an elevation change of more than 400 metres and multiple jumps should not involve a cumulative elevation change of more than 600 metres in one hour. These problems may be gotten around through the use of technological devices: energy compensators, heated suits and other means. Characters may feel driven to invent such materials, commission their invention or seek them out from those who already have them.

ADVANCED TALENTS

Advanced talents go beyond the powers available under the basic talents found in this chapter and the *Traveller Core Rulebook*. Some are very powerful, specific effects that will not suit all campaign types or settings; conversely, basic talents tend to fit the profile for most science fiction settings where psionics feature to some degree.

Referees need to consider which advanced talents are permissible in their campaigns and even *which* powers within a talent are permissible.

ADVANCED PSIONIC TALENTS

Talent	Learning DM
Aura Perception	+1
Dimensional Manipulation	–3
Energy Kinesis	+1
Machine Symbiosis	–1
Personal Enhancement	0
Projection	–2
Psionic Attack	–2
Psionic Defence	–2
Ship Integration	–4
Tapping	–4
Temporal Manipulation	–4
Per previous talent acquisition check	–1

Aura Perception

All living organic creatures create an aura; a personal signature that is as unique as DNA and which can be perceived and read by aura-sensitive psions. To a trained psion, an aura indicates the following:

- State of physical health
- State of mental health
- Degree of Psionic Power

Using the powers within this talent, the psion can read, interpret and, to a certain extent, manipulate the aura of creatures and himself. Every aura perceptive psion can see the aura surrounding an organism as a glowing field of psychic energy; detailed understanding of what the aura reveals about its owner is then dependent on the Read Aura power.

READ AURA

The psion can drill-deep into the scintillating energy of an aura to identify specifics about its owner. On a successful Aura Perception roll he can determine if the organism is injured, either physically and/or mentally and to what degree, even if physical symptoms are not present. He can also determine if the organism is psionically trained, although it is not possible to determine the specific talents available to the organism. The psion can, however, gauge the organism's Psionic Strength relative to his own (i.e. much stronger, much weaker, equal and so forth).

Aura Perception, Psionic Strength, 10-60 seconds, Easy (+4). Costs 1.

MASK AURA

The psion can successfully mask his aura from other, aura-perceptive psions. When masked, the psion produces no perceptible aura, effectively becoming psychically invisible. Masking lasts for 1d6 minutes + the psion's Psi DM before it needs to be re-masked.

Aura Perception, Psionic Strength, 1d6+Psi DM minutes, Average (+0). Costs 2.

MANIPULATE AURA

With this power the psion can manipulate his aura's appearance. On a successful Aura Perception roll he can convey perfect health, appear to be more powerful than he is actually is or manipulate any other condition that his aura signifies. A psion reading his aura will only be aware that Manipulate Aura is being used if his attempt to Read Aura has a higher Effect than the manipulating psion's own Aura Perception roll.

Aura Perception, Psionic Strength, 1d6+Psi DM minutes, Difficult (–2). Costs 3.

PROJECT AURA

Through this power the psion can project his aura to a distance and even overlay his aura onto another organism. The distance of the projection is a base of 10 metres + the psion's Psi DM; however, for a further investment of Psi points, this range can be extended. The psion can project his aura a further 10 + Psi DM metres for every additional Psi point above the base cost. The projected aura moves as the psion moves, whilst ever the projection is maintained. The psion's personal aura still surrounds his physical person and is visible to other psions if read directly.

Aura Perception, Psionic Strength, 1d6+Psi DM minutes, Difficult (–2). Costs 4 + 1 additional point per 10+ Psi DM metres.

Dimensional Manipulation

This talent governs the perception and manipulation of parallel dimensions (if they exist and are supported in a campaign). It is a difficult talent to develop, as the psion has to be able to understand and manipulate the barriers separating planes of existence – barriers that exist at a quantum level.

As a general rule, a dimensionally aware psion can perceive a number of alternate realities equal to his Psi DM +1 (if those dimensions exist). Referees may increase this number if the barriers between dimensions are particularly weak or reduce it if they are especially strong.

DIMENSIONAL PORTALS

Travel between dimensions is possible only if a Dimensional Portal is available. This may be a rift in time/space or an artificially generated break in the dimensional barriers. Every portal is assigned a Barrier Strength of between 0 and 6, with 0 being a very weak barrier and 6 a very strong one. The Barrier Strength is applied as a negative DM to the psion's Dimensional Manipulation powers, as noted below.

LOCATE PORTAL

The psion can scan his local area (a radius of 10 x Psi DM in metres) to see if a portal exists. If successful, the psion can gain an idea of the portal's Barrier Strength depending on the Effect of his roll:

Effect	Result
0	Is aware of the existence of a portal but cannot gauge Barrier Strength
1-2	Can gauge Barrier Strength in general terms (very strong; very weak)
3-4+	Can gauge specific Barrier Strength

Dimensional Manipulation, Psionic Strength, 10-60 Seconds, Average (+0).
Costs 1.

Dimensional Communication

The psion can communicate with others using a located portal without having to move into the dimension itself. The Barrier Strength of the portal is applied as a negative DM to the skill roll.

Communication across the dimensions is dependent on other psionic abilities, such as Telepathy and Clairvoyance; thus the psion must have a trained communicative ability and must invest Psi points in a particular power to communicate. Additionally, the number of Psi points that must be invested in the Dimensional Communication power is dependent on who and how, the psion wishes to establish communication.

The base Psi cost establishes communication within any receptive person on the other side of the barrier.

Base Psi cost x2 establishes communication with a specific individual.

Dimensional Manipulation, Psionic Strength, 10-60 Seconds, Difficulty depends on Portal Barrier Strength.
Costs 3.

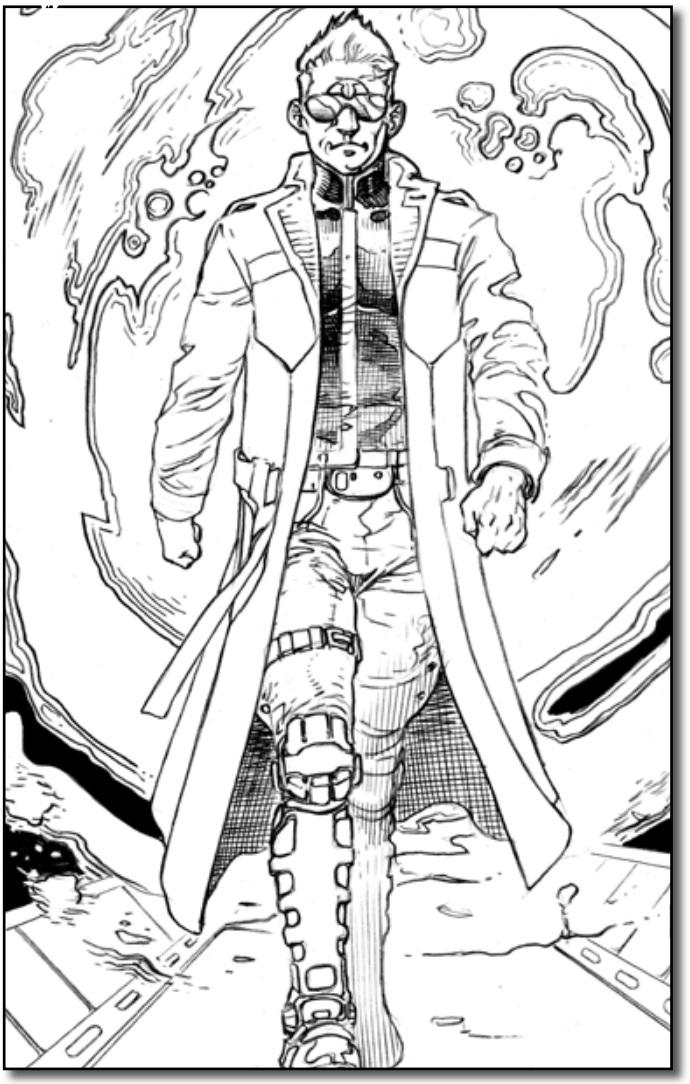
Create Portal

Through this power the psion creates a portal between his own and another dimension. This is always a Very Difficult task (–4) and the created portal has a Barrier Strength equal to the number of additional Psi points that the psion invests in its creation, with the base Psi cost establishing a Barrier Strength 0 portal. A created portal lasts for a number of hours equal to the psion's Psi DM x 1d6 – after which the portal must be re-established. The psion who created the portal always treats it as Barrier Strength 0.

Dimensional Manipulation, Psionic Strength, 1-6 Minutes, Very Difficult (–4)
Costs 4 + Additional points for Barrier Strength.

Manipulate Portal

The psion can manipulate a dimensional portal, either reducing its Barrier Strength, extending its existence or closing it altogether. The Barrier Strength is applied as a negative DM to the skill roll and the Psi points cost depends on the degree of manipulation:



- **Reduce Barrier Strength: 2 points per point of Barrier Strength manipulated (making the barrier either stronger or weaker).**
- **Influence Portal Existence: 1 point per hour of existence manipulated – either extended or decreased.**
- **Immediate Portal Close: Barrier Strength x2.**

Dimensional Manipulation, Psionic Strength, 1-6 Minutes, Difficulty depends on Portal Barrier Strength.
Costs Variable.

Energy Kinesis

Energy Kinesis is the talent governing the manipulation of energy – principally electricity but also temperature and light. The psion's powers manipulate energy streams on a particular spectrum and wavelength to achieve a particular effect.

Pyrokinesis is a part of this talent, just as it forms a part of the Telekinesis talent; however the version presented as part of this talent is of a more advanced nature and is renamed Thermokinesis, reflecting its extended capabilities.

PORTALS AND NON-PSIONS

Any portal between dimensions with a Barrier Strength of 0 can be passed through freely by both psions and non-psions. If a psion can overcome a portal's Barrier Strength he can take through a number of individuals equal to his Psi DM, increasing this by an additional person for every Psi point he expended per trip.

Referees can, of course, relax this rule if inter-dimensional travel is integral to the campaign.

ELECTROKINESIS

Electrokinesis is the manipulation of electrical energy and currents. Using it, psions can divert power from one source to another (a battery for instance or another, unpowered set of circuits), create short-circuits or spikes and even draw upon their own electrical energy to provide temporary power.

The psion needs to be in physical contact with whatever he is trying to influence, electrically. For the basic Psi cost the psion can:

- Start an electrically powered device.
- Cause a device to stop.
- Overload the device with energy, causing it to fuse or short-circuit.

By introducing more Psi points, the psion converts his own, brain-generated electrical energy into a usable energy source for the device. In this way, a device that is lacking a power source can be activated, with the amount of Psi points being commensurate with the size of the device to be activated:

Device Type	Additional Psi Points required
Inefficient, power-hungry, small device (say TL <6)	2
Inefficient, power-hungry, large device (say TL <6)	4
Efficient, power-hungry, small device (say TL <6)	1
Efficient, power-hungry, large device (say TL <6)	2
Efficient, power-moderate small device (TL >6)	0
Efficient, power-moderate large device (TL >6)	1

The Effect of the roll determines the duration, in hours, that the psion can power the device as long as physical contact can be maintained.

Note that very large devices, such as large vehicles and starships, cannot be influenced by Electrokinesis as they have energy requirements greater then a psion can supply.

Energy Kinesis, Psionic Strength, 10-60 seconds, Average (+0). Costs 2.

LUMINOKINESIS

Luminokinesis is the mental manipulation of light waves – both visible and invisible. With a successful use of the power, the psion can:

- Bend or refract light to create an illusion or distraction.
- Disrupt or interfere with visible light, such as a laser, reducing its damage.
- Create pockets of shadow or illumination.

Bend/Refract Light: This use of the power creates a distracting optical illusion that imposes a negative DM equal to the Effect of the roll on skills relying on sight used by outside observers.

Disrupt Light: This use of the power reduces the damage inflicted by a visible light beam or bolt by the number of Psi points invested in the power. The amount of Psi points being invested in the power must be declared before any weapon damage is rolled.

Pockets of Shadow or Illumination: This power can be used at range, diverting light to or from the target area. The amount of Psi points invested creates either a positive or negative DM to skill use, depending on the circumstances, to all within the radius of the affected area. The Psi point investment has the following effects:

Psi Points	Shadow or Illumination Effect
1	Dimming or slight increase in available light
2	Equivalent of twilight or a bright, dawn
3	Equivalent to night-time or a bright, sunny day
4	Absolute darkness or blinding brilliance

Energy Kinesis, Psionic Strength, 10-60 seconds, Difficult (–2). Costs 2+Variable, depending on effect.

THERMOKINESIS

By influencing the substance of an object the character can raise or lower its temperature, which may cause it to burst into flames or even freeze. Roll 1d6 and add the Effect of the check.

Thermokinesis Effect Target...

0-4	Becomes warmer or cooler but is undamaged.
5-8	Is burned or severely frosted, suffering 1d6 damage.
9+	Suffers 2d6 damage and may burst into flame if flammable or freeze if a freezable substance.

Where temperature in an organic creature is reduced and the Effect is 5+, the Referee may rule that *hypothermia* results. Hypothermia is the reduction of the body's operating temperature and it does not require a large drop in temperature for hypothermia to have a profound effect.

Once hypothermia takes hold, the only cure is to gradually warm the body again, through a steady and gentle application of heat through blankets, warm drinks and shelter. Hypothermia occurs in stages:

Stage 1
Body Temperature drops by 1-2°C below normal temperature (35-36°C). Mild to strong shivering occurs. The victim is unable to perform complex tasks with the hands as they become numb. Breathing becomes quick and shallow. Goose bumps form, raising body hair on end in an attempt to create an insulating layer of air around the body (which is of limited use in humans due to lack of sufficient hair but useful in other species). Often, a person will experience a warm sensation, as if they have recovered but they are in fact heading into Stage 2.

Stage 2
Body temperature drops by 2-4°C. Shivering becomes more violent. Muscle mis-coordination becomes apparent. Movements are slow and laboured, accompanied by a stumbling pace and mild confusion, although the victim may *appear* alert. The victim becomes pale. Lips, ears, fingers and toes may become blue.

Stage 3
Body temperature drops below approximately 32°C. Shivering usually stops. The character has difficulty speaking, sluggish thinking and amnesia starts to manifest; inability to use hands and stumbling is also present. Below 30°C, the exposed skin becomes blue and puffy, muscle coordination becomes very poor, walking becomes almost impossible and the victim exhibits incoherent/irrational behaviour. Major organs fail and clinical death occurs – although, because of decreased cellular activity, the body will actually take longer to undergo brain death.

The Referee needs to determine the movement through each stage, depending on the local conditions. However, without warmth or shelter, the degeneration can be rapid with no more than a few hours between each stage.

Characters suffering from Stage 1 hypothermia halve their physical attributes. All physical skills suffer a –1 DM in addition to any negative DMs from the reduction of physical characteristics. If warmth is not applied within 1+1d3 hours, Stage 2 results.

Characters suffering from Stage 2 hypothermia reduce all physical characteristics to 1. If warmth and shelter cannot be found within 1d3 hours, then Stage 3 results.

In Stage 3, the character is unable to move and death will result within 1d3 hours unless both medical treatment and warmth/shelter can be found.

Energy Kinesis, Psionic Strength, 10-60 seconds, Difficult (–2).
Costs 3+Range.

Machine Symbiosis

Machine symbiosis powers allow psions to interact with machines fitted with a Psionic Interface, available at TL 14+.

Psionic Interface (TL 14): Any weapon or technological device can be outfitted with a Psionic Interface. A character using a device with a psionic interface can use his Psionic Strength DM instead of his Dexterity DM when using the weapon or device; a character without psionic ability gains no benefit from the interface. The character must either touch the device or use telekinesis to interact with it at range. Adding a Psionic Interface increases the cost of the device by 20%.

The powers of this talent allow a trained psion to go beyond simply substituting their Psi DM; the specifics of the talent are discussed in the description of each power.

INTERROGATE

The psion can 'communicate' psychically with a machine, determining its physical state of repair, properties, age, programming and so forth. The psion effectively reads the psychometric aura that accompanies every device in much the same way that an organic aura can be read (although machines have no specific aura). The Effect of the Machine Symbiosis roll determines the depth and extent of the information but it does not provide any measure of control.

Sample information available through the Communication power:

- Who made the machine, when and where.
- Specific functions.
- Hidden functions.
- Specific/hidden instructions or programming.
- State of repair/damage.
- Amount of power available in batteries.

Any machine that is fitted with a Psionic Interface offers no resistance to Interrogation. However, anti-Interrogation software can be fitted to a device, limiting the ability of psionic communication. Every strength of anti-interrogation built into the interface is applied as a –1 DM to the psion's skill roll, increasing the device's cost by 2%.

If a device has no Psionic Interface, a psion may still attempt to interrogate the machine but at a standard –2 DM.

Machine Symbiosis, Psionic Strength, 1-6 Minutes, Average (+0 but with modifiers for anti-interrogation, if present).
Costs: 2.

CONTROL

The psion is able to control a machine's functions, overriding fixed settings, programme routines and so forth. Machines can be switched on or off and their functions changed, as long as the device is capable of performing the instruction the psion gives to it. The

Effect of the Machine Symbiosis roll indicates the degree of success of the attempt to control the machine; lower Effects reflect a partial control over function, whilst higher effects reflect total control of it. Only one instruction at a time can be given to a machine.

As with machines that are shielded against interrogation, so can they be shielded against Control. Every level of anti-Control strength applies a –1 DM to the psion's control attempt (and adds 2% to the machine's cost).

Machines with no Psionic Interface apply a standard –2 DM to the Control attempt.

Machine Symbiosis, Psionic Strength, 10-60 Minutes, Average (+0 but with modifiers for anti-interrogation, if present).
Costs: 3.

Personal Enhancement

Through this talent the psion uses his psychic energy to enhance certain physical capabilities, in much the same way that Psionic Strength points are used to augment Strength and Dexterity.

Enhanced Acrobatics

For every 2 Psi points invested, the character's Athletics skill is temporarily increased by 1 level, with the duration of the power lasting for the physical activity being undertaken. If Athletics is not possessed as a skill, then the first 2 Psi points provides the psion with a skill level of 0.

As the Acrobatics skill is divided into specialisations (see *Traveller Core Rulebook*, page 52), the psion must declare which specialisation he is intending to achieve through his skill augmentation.

Personal Enhancement, Psionic Strength, 1-6 seconds, Average (+0).
Costs: 2 points per 1 level of Athletics skill.

Enhanced Art

Through entering a trance-like state, for every 2 Psi points invested, the character's Art skill is temporarily increased by 1 level, with the duration of the power lasting for the physical activity being undertaken. If Art is not possessed as a skill, then the first 2 Psi points provides the psion with a skill level of 0.

As the Art skill is divided into specialisations (see *Traveller Core Rulebook*, page 52), the psion must declare which specialisation he is intending to achieve through his skill augmentation.

Personal Enhancement, Psionic Strength, Variable depending on activity, Average (+0).
Costs: 2 points per 1 level of Art skill.

Enhanced Charisma

The psion uses his psychic powers to enhance his personal charisma when dealing with others, no matter what the circumstances. For every 2 Psi points invested, the character temporarily increases either Broker, Deception, Diplomat or Persuade by 1 level with the duration of the power lasting for the activity being undertaken. If the skill in question is not possessed as a skill, then the first 2 Psi points provides the psion with a skill level of 0.

Personal Enhancement, Psionic Strength, Variable depending on activity, Average (+0).
Costs: 2 points per 1 level of skill.

Projection

Through this talent the psion projects various parts of his psyche outside the confines of his body. The most common manifestation of the talent is Out of Body Experience, which may also be known as astral projection or astral travelling but the talent also governs the powers of projecting emotions and the entire personality.

Out of Body Experience

The psion's psyche leaves the body and is able to travel for a distance determined by the Psionic Range table on page 55 (using the Telepathy column). The speed of travel is as fast or as slow as the psion wishes it be and can be instantaneous, as long as the time limit for the experience is not exceeded. Using this power the psyche can thus travel great (but not interplanetary) distances. Whilst in the OBE state the psion cannot physically interact with his

surroundings and is invisible to mundane sight – although his aura travels with him and may thus be seen by aura-aware psions.

The psion can remain in an OBE state for up to 30 minutes, plus a further 15 minutes equal to every point of his Psionic Strength DM. If the psion does not return to his body within this period, he is forced to snap back to consciousness and must throw Psi + End 9+ to avoid incurring one level of Psionic Trauma.

Projection, Psionic Strength, 30 minutes +15 minutes per point of Psi DM, Average (+0).
Costs: 2 points plus range.

Project Personality

The psion creates a psychic representation of his personality and appearance that visibly appears before others. The power is ranged, so the psion can project his personality over great but not interplanetary, distances. If the psion spends an additional Psi point when projecting his personality, audible communication projection can also be attained, although the psion will not be able to hear any offered response; neither can the psion see the area that his personality is projected to.

Project Personality works best when the psion has visited or can visualise, the place he is projecting to. If he cannot, he suffers a –2 DM to the skill roll.

Projection, Psionic Strength, 10-60 seconds, Difficult (–2).
Costs: 4 plus range (+1 point for added verbal projection).

Project Emotion

The psion is able to project his emotions into the psyche of another. The target only experiences the same emotional state as that being experienced by the psion and, unless the target is a willing recipient of the projection, he resists the projection attempt with his Int DM (if positive). The Effect of the psion's Project Emotion determines the intensity of the emotional experience felt by the target; an Effect of 0 or 1 indicates that the target feels the emotions at the same intensity as the psion; a higher Effect indicates a more intense emotional experience for the target.

The target must be in line of sight for the projection to be effective.

The emotional state lasts for between 10 and 60 minutes, during this period the target will act according to the emotions being experienced.

Projection, Psionic Strength, 10-60 minutes, Difficult (–2).
Costs: 3 plus range.

Glamour

This power allows the psion to project a subtle distraction within a radius in metres equal to the number of Psi points invested in the power. Those within the radius cease to pay the psion any attention, completely forgetting his presence, becoming temporarily distracted by something else: for the brief duration of the Glamour, the psion becomes, effectively, invisible, edited-out of the short-term memory of those affected.

Projection, Psionic Strength, 1-6 rounds, Difficult (–2).
Costs: 1 per metre of radius.

Psionic Attack

The ability to use the mind as a weapon has long interested those researchers who want to see how far the mind can be pushed. Although some psionic attacks (and, correspondingly, defences) form part of the Telepathy talent, dedicated training in psionic attacks form their own talent, with the psion being trained in using his mental capabilities for violent purposes.

Most psionic attacks are based on meting-out either physical or mental trauma and involve a variable Psi expenditure. A powerful psion can inflict large amounts of damage without even having to touch his intended victim.

Pain

The psion overloads the pain receptors of his intended victim with psychic energy, causing either great or subtle pain to flood the target's body. The pain attack causes no lasting physical damage but whilst it is being experienced the victim may believe that his entire body is being mentally shredded, such is the intense agony.

The psion decides how many Psi points he wishes to invest in the attack. This number acts as a negative DM to all skills the target tries to use, including characteristic DMs, for the duration of the attack. The Effect of the skill roll determines the duration of the pain felt by the target:

0 1-6 seconds
1 1-6 rounds
2 1-6 minutes
3 10-60 minutes
4 1-6 hours

Psionic Attack, Psionic Strength, Variable, Difficult (–2)
Costs: Variable, plus range.

Paralysis

Paralysis inflicts no pain but it renders the target immobile for a period dependent on the Effect of the attack. The Psi cost is variable, with specific parts of the body costing differing amounts:

Hand/Foot	1 point
Arm/Leg	2 points (includes hand and foot)
Neck	2 points
Chest/Shoulders	3 points
Torso	3 points
Head	3 points

Thus, to completely paralyse a person, ensuring no mobility of any kind, it would require 15 Psi points. A paralysed location is unable to move and remains locked in position for the duration of the paralysis. This may result in the target falling prone, toppling over and so forth, depending on local conditions. The paralysis does not prevent breathing or blood flow but if the head or neck are targeted, vocal chords, jaws, lips and mouth will be paralysed, vastly restricting communication.

The Effect of the skill roll determines the duration of the paralysis:

0	1-6 seconds
1	1-6 rounds
2	1-6 minutes
3	10-60 minutes
4	1-6 hours

Psionic Attack, Psionic Strength, Variable, Difficult (–2).
Costs: Variable, plus range.

Mind Blast

A more powerful version of the Telekinetic Punch power, Mind Blast delivers an extremely powerful shockwave of psionic energy either at a specific target or to a number of targets within a specific radius. The psion must specify which way he is directing the power.

If directed at a specific target, the Mind Blast delivers 3d6 + Effect damage for every 2 Psi invested in the power.

If used to affect an area, 2d6 + Effect damage is delivered to *every* living thing in a radius of 1 metre for every 1 Psi invested in the power.

Damage is directed as any physical damage, being applied to Str, Dex and End.

Psionic Attack, Psionic Strength, Variable, Difficult (–2).
Costs: Variable, plus range.

Mind Shock

Mind Shock is used against other psions and is designed to deliver Psionic Trauma rather than immediate damage. If the attack is successful, the target psion sustains 1 level of Psionic Trauma, plus an additional level equal to the Effect of the attack. The defending psion may use his own Psionic Strength DM as a negative DM against the attacker's roll.

Psionic Attack, Psionic Strength, Variable, Average (+0).
Costs: 3, plus range.

Unlock

The Unlock power uses the subconscious of the target as the weapon. The psion unlocks those parts of the brain where nightmares, fears and dark secrets are stored, filling the target's psyche with nightmarish visions, uncontrollable terror, paralysing panic attacks or deep-seated guilt. The target's Int + Psi DMs act against the psion as a negative DM but if the attack is successful, the target suffers a negative DM to all skills equal to the Psi points invested in the attack, for a period determined by the Effect of the attack:

0	1-6 seconds
1	1-6 rounds
2	1-6 minutes
3	10-60 minutes
4	1-6 hours

In this time the target is clearly disturbed, agitated, unable to concentrate, hyperventilates and suffers hallucinations as his own mind battles against him.

Psionic Attack, Psionic Strength, Variable, Average (+0).
Costs: Variable, plus range.

Psionic Defence

Defensive psionics are trained in mitigating offensive psionics using a variety of active and passive techniques as described in the powers associated with this talent. Although Psionic Defence is the natural counterpart to Psionic Attack, it does not necessarily follow that all combat psions study defence – or that all defensive psionics are necessarily peaceful.

Mind Blank

The psion turns his mind into a blank void that cannot be detected by other psions, even those who are aura-aware. The power renders

the psion immune to any psionic attacks for the duration of the Mind Blank but neither can he exercise his own psionic powers. Every Psi point invested in the power increases the duration of the Mind Blank by a number of minutes equal to his Int characteristic.

Psionic Defence, Psionic Strength, Int in minutes, Average (+0).
Costs: 1.

Mind Mirror

This powerful ability turns the psion's mind into a mirror, reflecting any psionic attack back at the attacker. It is, however, dangerous as the defending psion does not know how many Psi points will be required to make Mind Mirror effective.

The power works by matching the incoming Psionic Strength points invested in the attack and reversing the energy flow towards the attacker. If the Mind Mirror power is invoked successfully, the attacking psion suffers the effects of the attack, as long as the defending psion as able to match the Psi points invested in the attack and *exceed them* by at least 1 point.

If a defending psion uses Mind Mirror against passive psionic powers (i.e. those that do not inflict damage in some form but may be concerned with detection and information retrieval) then the attacking psion receives information reflecting his own, personal state – which may or may not act to confuse or confound.

Psionic Defence, Psionic Strength, 1-6 seconds, Difficult (–2).
Costs: 1+Psi Points of attacking power.

Psychic Armour

Psychic Armour places a psionic barrier in front of the psion's mind, absorbing damage from psionic attacks in the same way physical armour protects against physical damage. The amount of damage reduced is equal to the Psi points invested in the power.

Psionic Defence, Psionic Strength, 1-6 seconds, Average (+0).
Costs: 1, per point of damage defended.

Psychic Absorption

This power works in exactly the same way as Psychic Armour but the defending psion absorbs the Psi points charging the attack and places them at his own disposal. Any excess Psi points act as damage as per the nature of the attack.

Psionic Defence, Psionic Strength, 1-6 seconds, Difficult (–2).
Costs: 1 per point of damage absorbed.

Ship Integration

This is a discrete and highly specialised talent akin to Machine Symbiosis but concerned solely with influencing the control of starships. These complex vessels require special minds and special training especially when it comes to augmenting starship movement. The *Mind Ships* chapter, starting on page 89, provides more detail on the equipment necessary for Ship Integration but essentially the talent calls for one or more psions to become a physical part of the ship's fabric, connecting directly to its control and drive systems and using their psionic powers to influence its performance. Such a high degree of integration may come at a cost: Ship Integrated psions may have to commit to surgical procedures to become wired-in to the complex interfaces necessary for the talent to work, although such extremes are naturally dependent on the nature of the *Traveller* campaign.

Ship Integrated psions may, of course, train in other talents; the question is whether or not they will have the Psionic Strength reserves to use them. It may thus be the case that a starship that relies on psionic augmentation has several psions working as a team to pool their power and talents. Of course, a single psion can run all the necessary functions but risks both psionic power overload and Psionic Trauma in doing so.

Fold Space

Starships are simply too large to be teleported. However, space/time can be manipulated to facilitate ship movement between two points. Space is literally folded; a portal opened between the fold and the ship moved through it, achieving travel distances akin to those achieved using Jump drives or other FTL engines or jump gates. However, the distances that can be achieved through folding space are dependent on both the ship's tonnage and the psionic reserves of the integrated psion.

The maximum tonnage any psion can move through folded space is equal to his Psionic Strength multiplied by 100. Thus, a psion with a Psi of 7 could move a maximum of 700 tons hull displacement.

The distance travelled depends on how much space is folded. Every 2 Psi points used to fold space creates a jump distance of 1; so, to achieve the equivalent of Jump 3, it would require 6 Psi points and a successful Ship Integration roll to achieve it. A ship powered in this way does not require a Jump or FTL drive, however it does need a Manoeuvre drive to shift through folded space and emerge at its destination. Theoretically, Fold Space travel can be instantaneous; however, as this may not suit all campaign types, it is at the Referee's discretion if instantaneous travel is possible ('travelling without moving'). However, one rule that is easily applied is that the Effect of the psion's Ship Integration roll is deducted from the equivalent, conventional travelling time. So, for example, a standard *Traveller* ship using a Jump engine would occupy one week in Jump space, regardless of the length of the jump; a psion who folds space with an Effect of 3 would decrease the travel time from 7 to 4 days. Another alternative is to rule that 1 Jump equals 1 day of elapsed time, a Jump 6 fold would result in 6 days of elapsed travel time.

A psion can work in tandem with a Jump drive to achieve long distance jumps but the two cannot be applied together. Thus, a psion could not fold space for a Jump 4 equivalent, with the ship's Jump 4 drive also being spun-up to achieve Jump 8. Instead, either

the fold or conventional jump must first be completed before the second way of travelling is used.

Fold Space DMs

Integrated psions are still subject to certain DMs when attempting to fold space. Preparing for and initiating the fold, takes 10-60 minutes; DMs are applied for emergency or unprepared folds, along with other factors:

Factor	DM
For every 200 tons of hull displacement	–1
Immediate fold *without* preparation	–3
Within a hundred-diameter limit	–8
Ship is under attack	–2
Ship is returning fire	–1
Psion has already folded space within the previous 24 hours	–1

Misjumps Through Folded Space

If a psion fails his Ship Integration roll and applied DMs take the result to 0 then a misjump occurs, exactly as if a misjump has occurred as described on page 141 of the *Traveller Core Rulebook*. If the dice roll is a failure of 1 or more, then the psion has simply failed to fold space effectively and may re-attempt the fold roll (having lost 1 Psi point in the process).

Ship Integration, Psionic Strength, 10-60 minutes, Average (+0).
Costs: 2 per Jump 1 equivalent.

Drive Augmentation

This power enables a psion to augment the capabilities of a conventional J or M drive. He does not fold space but provides psionic power to increase the ship's speed whilst the conventional drives are used, resulting in reduced fuel usage.

Every 2 Psi points used to augment an operating drive increases the ship's jump range by 1 or its Thrust by 1. Every 200 tons of hull displacement imposes a –1 DM to the Ship Integration roll, which must be made to successfully augment the drive in use. When used with a Jump drive, the amount of time spent in jump space is not decreased by the Effect of the roll; only the range is influenced. The same DMs as those used for Fold Space are applied when augmenting a drive.

Ship Integration, Psionic Strength, 10-60 minutes, Average (+0).
Costs: 2 per Jump or Thrust 1 equivalent.

Far Seeing

This power assists with Astrogation checks prior to a jump being made or space folded. The psion projects his mind through the astrogation sensors, either plotting a course or assisting an existing Astrogator. On a successful use of the power the psion either gains a DM equal to the Effect of the roll when folding space or adds the Effect of the roll to any Astrogation roll being made by a dedicated navigator. The cost for Far Seeing is 1 Psi point for every Jump 1 equivalent.

Ship Integration, Psionic Strength, 10-60 minutes, Average (+0).
Costs: 1 per Jump 1 equivalent.

Ship Operation Enhancement

Being integrated with a ship's control systems, a psion can enhance engineering, maintenance and combat activities. An integrated psion can therefore add his Psionic Strength DM to any of the following skills at *no* Psi point cost: Engineer (all), Gunner (all), Mechanic, Pilot (all), Remote Operations and Sensors. This zero-point enhancement still requires a successful Ship Integration roll.

However, if the integrated psion wishes or it is needed, he may spend a further 2 Psi points to increase the skill roll by +1. Multiple skills can be augmented simultaneously, as long as the psion has the Psi points to fund the operations; however, each additional operation being augmented imposes a –1 DM to the integrated psion's Ship Integration roll.

Ship Integration, Psionic Strength, variable, –1 per additional augmented operation above the first.
Costs: 2 per +1 to skill level.

Tapping

Psions who are trained in tapping use their powers to draw in their own physical characteristics to augment their Psionic Strength and, commonly, the characteristics of others, functioning almost as psychic vampires. The tapping of others can lead to a psion developing large Psi point reserves but such individuals, in addition to the fear that surrounds their vampiric tendencies, tend be viewed with deep suspicion by other psions who are prepared to rely on conventional reserves and regeneration.

Tapping is therefore a powerful and feared talent, its practitioners often pariahs in both the psion and mundane communities.

Tap Self

The psion taps one of his characteristics, transforming the electrical energy into usable Psi points. Every characteristic point tapped generates 1 Psi point. All characteristics, with the exceptions of Education and Social, may be tapped and as a characteristic is weakened, the physical capabilities associated with it diminish accordingly. Heavily tapping Endurance, for instance, lowers the ability to withstand physical trauma and disease; tapping Dexterity reduces agility and co-ordination; tapping Intelligence reduces the ability to concentrate, reason and act rationally.

To tap a characteristic the psion simply needs to succeed in a Tapping roll, gaining the additional Psi points immediately: there is no limit on the number of characteristic points that can be tapped. However the physical effects of tapping take an immediate toll and, if a characteristic reaches zero, the psion is rendered incapacitated as per the damage rules found in the *Traveller Core Rulebook*.

Tapping, Psionic Strength, 1-6 seconds, Average (+0).
Costs: 1 Characteristic point.

TAP OTHER

This power works in exactly the same way as Tap Self. However, the tapping psion suffers a DM equal to the characteristic DM of the characteristic he is attempting to leach. The psion must also be in physical contact with the target and cannot tap more than half (round down) of the targeted characteristic in a single attempt.

Tapping, Psionic Strength, 1-6 seconds minus Target Characteristic DM.
Costs: 1 Characteristic point from target.

TAP EMOTION

Instead of tapping physical characteristics, the psion instead uses emotional energy, transferring it into himself and converting it to Psionic Strength. The psion must target another individual and cannot tap his own emotions; and he must be in physical contact with the target.

The power only works with powerful, deeply-affecting emotions such as love, hate, fear, anger and envy. Someone in a 'normal' placid state cannot be affected. The Referee should assign the emotion with a strength of between 2 and 12, reflecting the depth of feeling. All consuming anger, for instance, would warrant a strength of 12, whilst mild jealousy only 3 or 4. The strength of the emotion is the limit that the psion can tap. Tapping emotions has its own difficulties, so there are no DMs for the emotion's strength and as the emotion is tapped its strength decreases in proportion with what the psion leaches. Thus, a psion could use this power to transform an all-consuming rage into mild anger; or sap a target of his deep, abiding love.

Tapping, Psionic Strength, 10-60 seconds, Difficult (–2).
Costs: 1 Emotional Strength from Target.

MIND SWITCH

This power allows the psion to swap minds with another. Physical contact must be maintained as the switch occurs.

The target applies his Int DM as a negative DM to the psion's mind switch attempt and the cost in Psi points is equal to half the subject's Int, rounded up. Once swapped, the psion's mind occupies and controls that of the subject's body and vice versa. The psion has no access to the memories or experiences of the subject but does take on the physical characteristics. Therefore, the psion and subject swap Int and Edu characteristics but retain Str, Dex and End.

The mind switch has a safe limit of a number of hours equal to the Effect of the roll, multiplied by the result of a 2d6 throw. If the psion does not swap minds back at the end of this time, both he *and* the subject begin to accrue 1 level of Psionic Trauma for each six hour period thereafter.

Tapping, Psionic Strength, 10-60 Seconds, Difficult (–2).
Costs: Int of subject, divided by 2.

Temporal Manipulation

The Temporal Manipulation talent primarily concerns travelling in time, forwards or backwards or manipulating the flow of the timestream. Allowing this talent depends completely on whether or not time travel is a necessary part of the campaign (as it is in *Judge Dredd* or *Strontium Dog* campaigns, for example); and, even then, some decisions need to be made as to the nature of time and how temporal paradoxes are handled (see the nearby boxed text for some guidance in this area).

Temporal Manipulation is therefore a very powerful talent. The ability to influence time – stopping it, speeding it up, changing the past to influence the future – can have profound implications for the characters and the campaign. The detailed implications are beyond the scope of this book but are discussed at a high level in the descriptions of the individual powers.

The Temporal Manipulation talent assumes that time can be influenced psionically; that the powers of the mind can shape the fabric of time. It presupposes that certain individuals are fluid in time, being able to use their powers to move backwards or forwards through sheer force of will rather than having to rely on time machines – although temporal science may be significantly understood to permit time machines to exist alongside such psions.

The powers in this talent therefore need to be considered carefully. A great deal of enjoyment can be had with time travel, however this will impose a certain burden on the Referee in adjudicating just how profound the effects are and how powerful the psion characters can become.

Time Shift

This is the power of time travel – the ability to move forwards or backwards through time.

The direction and degree of movement must always be specified by the time shifter before the Temporal Manipulation roll is made. Every Time Shift is a Very Difficult (–4) task but additional modifiers are applied, as noted below.

The degree of travel – how far, forwards or backwards – depends on the number of Psi points invested in the shift, as described in the table below:

Degree	Base Psi Cost
Seconds	1
Rounds	2
Minutes	4
Hours	6
Days	8
Weeks	10
Months	12
Years	14
Decades	16
Centuries	18
Millennia	20

At the Base Psi Cost the psion moves 1d6 units of that increment. Moving an additional 1d6 requires an additional Psi Cost equal to half the Base Cost. So, moving 1d6 hours forwards or backwards costs 6 Psi; moving 2d6 costs 9 Psi and so forth.

If the character wants to travel to a precise point in time, then he may attempt to do so but increases the difficulty to Formidable (–6).

Moving Additional People and Cargo

A psion can time shift with no difficulty when wearing clothing and carrying personal items that can be easily carried on the back, in the hands, in pockets and so forth. Large and bulky items increase the Time Shift Psi cost; it costs an additional 1 Psi point to transport up to 100 kilograms (2 Psi points for up to 200 kg and so forth). The psion must have physical contact with the object at the moment the Time Shift is executed.

If the psion wishes to take additional people with him, he can extend the range of his Time Shift field to encompass a 1 metre radius for every additional Psi point invested in the shift. However, he suffers a –1 DM to the Temporal Manipulation roll for *every* individual within the area of effect.

Temporal Manipulation, Psionic Strength, Very Difficult (–4).
Cost: dependent on degree of time travel.

The Physics of Time Shifting

If one applies hard and fast physics to Time Shifting – i.e. moving in time but not in space – then every Time Shift would end in tragedy. Any body in motion – planets, starships, vehicles – do not remain fixed in space. Even a time shift of a few minutes sees a moving body progress along its orbit or course meaning that, when the time traveller appears, at the same spatial point, his point of origin will have moved onwards, with the potential that the time traveller is immediately exposed to the vacuum of space (and an almost instant death). Indeed, this very notion forms the basis of some science fiction weapons, most notably the devastating Time Bomb from *Strontium Dog*.

Unless one *wishes* to apply physics in this way, it is therefore assumed that the Time Shift power also moves the time traveller in both space *and* time, so that he remains synchronised with his surroundings.

Time Freeze

Using this power the psion freezes time, yet is unfrozen himself. Time can only be frozen for short periods; 1d6 seconds per Psi point invested in the power. For each additional Psi point invested the psion can extend the unfrozen bubble by 1 metre radius, with anyone within that radius remaining unfrozen.

During the time freeze characters are at liberty to make changes to the environment based on common sense principles. For instance, moving a tank that is frozen in time requires driving it and, as its

mechanisms will be frozen in time, it cannot be moved unless the psion extends the range of the unfrozen bubble to include it (which would also unfreeze any occupants). Ultimately the Referee will need to arbitrate on what can and cannot be interfered with.

At the end of the freeze period, time immediately resumes with any changes taking whatever effect they will have on whatever actions were being performed before the freeze.

Temporal Manipulation, Psionic Strength, Variable, Very Difficult (–4). Cost: 1 point per 1d6 seconds of frozen time plus 1 point per metre radius extended.

Paradox Adjustment

Changing time can result in all manner of paradoxes: accidentally killing a wasp in the past my irrevocably alter the course of the future, for instance. This power allows the psion to rectify a known paradox my subtly influencing the fabric of time so that potentially catastrophic changes are mitigated and the future remains, essentially, on its previous course.

The Referee should assign any potential paradox a strength of between 2 and 12, with 2 being a very minor 'blip' and 12 being a catastrophic change to future events. To correct the paradox the psion must spend a number of Psi points equal to the paradox's strength and make a successful Temporal Manipulation roll. If successful, then the paradox is either completely mitigated or its strength (and therefore consequences) reduced by the amount of Psi points used.

Temporal Manipulation, Psionic Strength, Very Difficult (–4). Cost: Variable, depending on the strength of the paradox.

Handling Temporal Paradox

Any campaign involving time travel must address the nature of paradox: the ability to influence the past with the possibility that the future is changed, leading to anomalies that would negate (completely or partially) the actions and existence of those who created the change – meaning that the change, in the first place, might become impossible.

The Referee needs to decide on the nature of time in order to explain, resolve or avoid the question of paradox. This book cannot go into detail on the subject but some options for consideration are presented here:

Mutable Time

The past can be altered but certain alterations may result in the character's present and future being altered in accordance with that change. The change might be so profound that the characters cannot return to their present because, the present they left, has simply ceased to exist. The best illustration of this is the character who travels back in time and does something that prevents him from being born (killing his great, great grandfather, for example). In the present he would no longer exist and so time changes to compensate. The character might therefore find himself stranded in the past, because he *cannot* exist in the future or he might be erased from time altogether (literally disappearing) because he should not exist at all. This is an extreme measure and, perhaps, the most realistic (given the overall *realism* of time travel in the first place).

The Bradbury Effect
Here, any change, no matter how tiny, reverberates through the timestreams like ripples of water on a still lake. Stepping on an insect in the distant past has consequences that magnify through the timestreams, profoundly affecting the future in some way. The characters still exist but their present is very different to the one they left, because they change they initiated has been profoundly magnified as it has reverberated down through history. This is named the Bradbury Effect after Ray Bradbury's celebrated short story 'A Sound of Thunder' in which the accidental death of a butterfly in Earth's prehistory vastly alters the future; the butterfly's contribution to the ecology influenced whole ecosystems and without it, changes knock-on and amplify to the point that the character's future is totally altered when they return. If using this as the basis for time travel, then the characters will need to find ways of isolating themselves from interacting with the past in any way, shape or form, because even their mere presence could be damaging.

Time Forgives
The nature of time is one of constant adjustment; changes to the past result in time itself compensating for those changes to ensure that the future maintains a predetermined course – much like a river flows around an obstacle, eddies but still ends-up at the sea. Any changes the characters make have immediate and short-term consequences – and these may reverberate to the present – but essentially the present remains unaltered. Killing one's great, great grandfather might mean that the character is born, as he is, to someone else: time compensates to maintain continuity but with obvious consequences for the character's personal history – but not the flow of time itself. This may be an 'unrealistic' way of portraying the nature of time but makes the handling of paradox much easier for the Referee.

Immutable Time
The past simply cannot be altered, no matter how small or great the intended change. Events will always intercede that prevent the characters from altering the present. Assume that a character intends to kill his great, great grandfather; no matter what he does, time exerts an influence to ensure that it cannot happen. The great, great grandfather miraculously survives or the character encounters insurmountable obstacles to his plans. Time is fixed at *all* points and although subtle attempts to change it might be exercised, they never assume their intended effect.

Divergent Parallel Time
Changes in the past create a rift in the fabric of reality that creates a separate, alternate timeline. The characters might find their future altered, however the alteration is a separate dimension created as a result of their actions. They can therefore either travel to an alternate present or they may have access to the present they left behind by crossing the dimensional boundaries to reach the branch of time where their interference never took place. This option therefore introduces parallel dimensions into the campaign, which may or may not fit with the campaign's aims.

Intolerant Time
A similar concept to immutable time but any profound change that would impact significantly on the present sees the characters automatically and perhaps traumatically, returned to their present at the instant the change is affected. Like a body rejecting a foreign object, time enforces its nature when there is a sense of unequivocal alteration to its course. Characters might suddenly find themselves expelled from the past, returning to the future and suffering Psionic Trauma as a result.

An Alternate Past
This is a variation on the Divergent Parallel Time concept. Travelling back in time also means travelling dimensionally: the past of the characters is immutable and instead they can only reach a past that follows a parallel course to their own in which their effects can be sustained. When they return to the present, they return to their own, unchanged, reality.

The Past Denied
Perhaps the most 'realistic' option, travel into the past is simply impossible and only travel into the future, because it is not yet a fixed thing, can be achieved. Yet this, in itself, creates another paradox: if travel to the past is impossible, travel to the future immediately locks the character into that timespace because his point of origin is denied to him.

Passive Observers
Any time traveller can only observe events but not interact with them. The characters do not physically travel in time but do so mentally, able to watch events, yet do nothing to influence them. This option fits a psionic campaign quite neatly and prevents paradox from occurring but limits characters' options to that of merely reporting them.

Psionic Trauma

Psions wield huge power, yet the ability to access the hidden powers of the mind also leaves them vulnerable to the stresses that inevitably accompany the use of such power: Psionic Trauma, mental instability and a loss of sanity are all very real threats to an active psion. The definitions of these conditions are as follows:

Psionic Trauma

Unleashing the powers of the subconscious mind risks damaging the conscious mind and the personality. Even the most seasoned psion is dealing with forces that can have a profound effect on one's character and mental outlook. At its most basic level, Psionic Trauma is a weakening of the mind to deal with the powers being consciously channelled; as it grows, Psionic Trauma leads to a weakening of the mind's immune system, exposing the psion to the risk of mental illness and psychosis.

Mental Instability

At low levels, Psionic Trauma creates vulnerability to psychosis and mental illness; at higher levels it paves the way for them. As Psionic Trauma develops so does the chance of mental illness and psychosis taking hold. Mental illnesses are conditions where the character experiences a variety of mental and personality based disorders but is still capable of functioning in society. Psychosis is a severe form of mental instability in which all contact with reality is lost. Psychotics are very often delusional, deeply paranoid, unable or unwilling to engage with others and very often shrink within themselves as a way of defending their fragile minds from both external and internal pressures.

Insanity

The most extreme form of psychosis is insanity – a permanent state of psychosis manifesting itself in any number of states but which make them, characteristically, a danger to themselves and others. Insanity is not irreversible but it is a hardened psychotic state that may go unnoticed for years by others but continually wounds the sufferer.

The Conditions in Game Terms

Traveller psions may go through the process of mental collapse in the following order:

- Low Psionic Trauma
- Medium Level Psionic Trauma
- High Level Psionic Trauma
- Mental Instability
- Insanity

Psions suffering from Psionic Trauma experience restrictions to their talents and powers in the form of negative DMs and increased Psi Strength costs. As levels of trauma build, mental instability is risked; once a psion becomes mentally unstable, it can then be a rapid descent into insanity, if the condition is left untreated.

Mental Instability and Insanity are difficult to quantify in game terms, although attempts are made to do so. More importantly, both conditions should be treated as behaviours to be expressed through roleplaying rather than dice and statistics-based mechanics. Extreme changes in personality cannot be satisfactorily dealt with as DMs; instead, they should be treated seriously by players and Referees as a way of running the character – if indeed the character should be run at all. A deeply disturbed or insane character might be better handled as a Non-Player Character or retired from a campaign altogether.

Psionic Trauma

As already outlined, Psionic Trauma is effectively mental damage, which leaves a character exposed to a deteriorating mental state. Psionic Trauma is not, in itself, an insanity; it is a weakening of the mental immune system that can lead to infections building, creating illness.

There are a maximum of six levels of Psionic Trauma before Mental Instability takes hold. Psionic Trauma is accrued, level by level, when:

- The Int characteristic is reduced to half its current level through psionic damage.
- Powers are used in rapid succession.
- Psionic Strength points are exceeded.
- The character undergoes a traumatic mental or emotional experience, such as being possessed or experiencing the death of a loved one.
- Sudden or prolonged exposure to a stressful environment.

Losing Int

If Int is reduced to half its current level as a result of damage inflicted by a psionic attack or through other means, one level of Psionic Trauma is accrued. Psionic Trauma is not removed when Int regains its former level; it can only be treated through medical means. If Int is reduced to zero, two levels of Psionic Trauma are gained.

Powers Are Used in Rapid Succession

A character can use a single power or combination of powers, a number of times per day (or 24 hour period) equal to half his Int characteristic (rounded up). If this number is exceeded, he gains a level of Psionic Trauma. If he uses his powers a number of times equal to his Int, two levels are gained and so forth.

Psionic Strength Points Are Exceeded

Psions may use all their Psionic Strength points and draw upon the Int and End characteristics to provide 'reserve' points on a like-for-

like basis. Reducing Int obviously incurs Psionic Trauma; reducing Endurance does likewise and on the same basis: if Endurance is reduced to half its current level through funding psionic powers, a level of Psionic Trauma is accrued.

MENTAL OR EMOTIONAL EXPERIENCE, EXPOSURE TO STRESS

These are circumstances where the Referee must adjudicate. Any experience that might damage the mental or emotional state can lead to Psionic Trauma. One way of handling this is to assign the event an *Intensity* of between 2 and 12 or roll for its intensity on 2d6. This is the target number, applying Int and Psionic Strength DMs, that must be successfully rolled, to avoid a level of Psionic Trauma being accrued. Alternatively, the Referee may decide that a particular experience is so profound, stressful or shocking that a level is accrued immediately.

EFFECTS OF PSIONIC TRAUMA

Each level of Psionic Trauma has the following game effects:

- Imposes a –1 DM to *all* Psionic Talents
- Adds +1 to the Psi Strength when using a psionic power

For example, Travis, has 2 Levels of Psionic Trauma and has Telepathy 1. When using Telepathy he suffers a –2 DM to his roll and any power has +2 added to its Psionic Strength cost.

As previously stated, Psionic Trauma has a maximum of six levels before Mental Instability becomes a real risk. The Psionic Trauma table outlines how this works.

PSIONIC TRAUMA LEVELS

Levels of Psionic Trauma	Mental Instability results on	Frequency of Mental Instability Check
1-2 (Low Level Psionic Trauma)	11+	Every Three Months
3-4 (Medium Level Psionic Trauma)	9+	Every Month
5-6 (High Level Psionic Trauma)	7+	Every Week

The traumatised psion must, at the stated period, roll 2d6 against the Mental Instability target number. No DMs are applied. If the target number is met or exceeded, then the character gains a Mental Instability.

Treating Psionic Trauma

Psionic Trauma cannot be alleviated without treatment. The options are as follows:

PSYCHIATRIC CARE

One month of dedicated psychiatric care and convalescence is required per level of Psionic Trauma. At the end of the period, the psion rolls Int 8+ with DMs for Medic and Life Sciences (Psychology) skills (delivered through trained, psychiatric experts and staff). For every additional month the psion remains in voluntary care, a further +1 DM is applied. If the roll is successful, then the level of Psionic Trauma is removed.

For example, Travis admits himself to the sanatorium on Sonares Prime. He is suffering from 2 levels of Psionic Trauma and so his treatment will take two months. His care team includes a psychologist with Life Sciences (Psychology) 2. His Int is 7. Travis decides that he will stay for three months, rather than just two, to ensure he emerges as well as possible. He must therefore roll 5+ on 2d6. He succeeds, rolling 8 and, after three months convalescence, emerges mentally fit and well.

DRUGS

In the absence of residential convalescence, certain drugs are available that either block or cure Psionic Trauma; these are described in the Psionic Equipment chapter, beginning on page 83. Relying on drugs alone usually requires more time to cure Psionic Trauma and drugs can be combined with psychiatric care to improve the chances of recovery.

SUBSTANCE ABUSE

Narcotics that dull the senses can suppress the effects of Psionic Trauma but do not remove it. In the long-term they may increase the chances of Psionic Trauma returning and, of course, the psion risks becoming reliant on alcohol or drugs simply to make it through the day, along with the other unwanted side effects of substance addiction.

Relying on substance abuse works in one of three ways. Either:

- The substance used negates the DMs to using talents and increases the Psionic Strength point costs.
- The Mental Instability check period is extended – but the target number is reduced.
- A combination of the two.

The Referee should decide in which of the ways a substance will work. Some guidance is given Drug Effects table.

DRUG EFFECTS

Substance	Effect on DMs to talents and Psi Points	Effect on Mental Instability checks
Alcohol, Mild psychoactive drugs	Psionic Trauma is considered to be one level lower	Mental Instability checks remain as normal for the level of Psionic Trauma for the first six months. Thereafter, checks as follows: Low Level: 10+, Every Month Medium Level: 8+, Every Week High Level: 6+, Every Day
Strong psychoactive drugs	No penalty to talents or power costs	Mental Instability checks remain as normal for the level of Psionic Trauma for the first six months. Thereafter, checks as follows: Low Level: 10+, Every Month Medium Level: 8+, Every Week High Level: 6+, Every Day
Opiates (or equivalent)	No penalty to talents or power costs	Mental Instability check intervals remain as normal. Target for Mental Instability is as follows: Low Level: 9+, Medium Level: 7+ High Level: 5+,

The table does not take into account levels of addiction and side effects of abuse and addiction. Referees must handle these additional conditions according to their own judgement and campaign requirements.

Continued substance abuse may also become ineffective after time, as the body and mind becomes inured to the palliative effects of the substance. Again, Referees should decide, at what point, Psionic Trauma can no longer be controlled through self-medication.

Mental Instability

Mental Instability results from Psionic Trauma but runs parallel to it and must be treated separately. A character can have Psionic Trauma cured but Mental Instability may still remain (or both might be treated together – it depends on the care).

A Mental Instability is accrued when the Mental Instability target number, resulting from Psionic Trauma, is equalled or exceeded on 2d6. There are several instabilities and the one the character suffers may be chosen by the Referee or rolled for randomly. These are quantified in the Behavioural Effects table.

BEHAVIOURAL EFFECTS

2d6	Instability	Behavioural Effects	Game Effects
2	Phobia (roll on or consult, Phobia table at the end of the chapter to determine the nature of the phobia)	The character becomes irrationally afraid of certain situations, activities, things or people. The main symptom of this disorder is the excessive, unreasonable desire to avoid the feared subject.	Assign the phobia an intensity of between 2 and 12 (or roll 2d6). When the character encounters the source of the phobia he must roll over the target number, with DMs for Int + Life Sciences (Psychology) or Survival to react calmly and rationally around it. If he fails, the character will go out of his way to avoid the subject, with the Effect determining the degree of reaction (hysterics, tears, panic attacks and so forth) and the DM that must be applied to any skills the character wishes to use whilst in the presence of the phobia's source.
3	Compulsion/ Obsession	The character becomes fixated with a certain person, place, situation, routine and so on. The compulsion drives behaviour to the exclusion of all else and, if particularly acute, dominates the character's life.	Assign the condition an intensity of between 2 and 12 (or roll 2d6). The character must roll this number or higher, with a DM for Endurance or be forced to engage in obsessive/compulsive behaviour whenever in the presence of a trigger or in a particular situation. The Effect of the failed roll is the DM applied to all skills that may need to be used whilst the condition is prevalent. Once the obsession or compulsion has been satisfied, then the character may behave normally.

4	Paranoia	Paranoia typically includes persecutory beliefs concerning perceived threats, conspiracy theories and an underlying belief that others, seen or unseen, intend harm in some way.	Assign the condition an intensity of between 2 and 12 (or roll 2d6). The character must roll this number or higher, with a DM for Int + Psi, to avoid paranoid feelings overcoming him whenever he is in the presence of something that might trigger a paranoia attack or a stressful situation. The Effect of the failed roll is the DM applied to all skills that may need to be used whilst the paranoia is prevalent. Once it or the character, is removed, then the paranoia subsides. The Effect also indicates the level of behaviour the character exhibits when faced with a potential source of paranoia (mistrust, anger, panic attacks, flight response and so forth).
5	Bipolar Disorder	Extreme mood swings, veering between high elation, 'normal' behaviour and deep depression. A mood swing can occur at any time but typically in response to events that cause either excitement, disappointment or anxiety.	The Referee should decide when a trigger event may result in a bipolar swing. The character then needs to roll End + Int 8+ to control the swing to either elation or depression. Elation results in the character becoming hyperactive and histrionic, prone to wild bursts of enthusiasm. Depression results in feelings of dejection and social withdrawal which may verge on the suicidal. The Effect of the roll will determine the degree of severity of either swing.
6	Schizophrenia	Schizophrenia is a combination of delusions, hallucinations and, sometimes, imaginary voices. The sufferer usually has trouble in communicating ideas clearly and feels uncomfortable in social situations. Schizophrenia is in constant operation and has no particular trigger. Sufferers can control the symptoms when they are calm and not placed in stressful situations. Equally, they may simply lapse into a schizophrenic state with no apparent trigger.	Assign the condition an intensity of between 2 and 12 (or roll 2d6). The character must roll this number or higher, with a DM for End + Psi, to avoid suffering a schizophrenic episode when placed in any kind of stress. The Effect of the failed roll determines what the character experiences, ranging from panic attacks, through hallucinations and to hearing imaginary voices or suffering from dangerous delusions about their own abilities.
7	Delusions	Delusional characters believe that their capabilities are far higher and greater than they are and generally far greater and higher than anyone else's. Delusions of power, attractiveness or prowess in a particular skill and so on, lead them to make wild boasts, outlandish claims and rash, dangerous decisions that may threaten themselves and others. Delusion sufferers who attain positions of power generally abuse it, to the detriment of others.	There are no specific game effects for Delusions. The Referee and player should discuss the type of delusional behaviour to be exhibited and may, if they wish, agree an Intensity, that indicates the lengths to which they will go in pursuing their delusions and the extremes of behaviour that accompany them.

8	Hallucinations	The character experiences audio and visual hallucinations, usually during times of stress or tiredness. The hallucinations may be acute and terrifying or fleeting and insubstantial. However they are usually distracting and may trigger compulsive/obsessive episodes.	Assign the condition an intensity of between 2 and 12 (or roll 2d6). The character must roll this number or higher, with a DM for End + Psi, to avoid suffering a hallucinatory episode during a stressful or emotional time. The Effect of the failed roll indicates the strength of the hallucination and the way the character responds to it. The Effect also imposes a negative DM on cognitive skills.
9	Thought Disorder	Thought Disorders disturb the ability to communicate verbally and in writing; sufferers stumble over words, cannot get words out or may be rendered mute for a time. Similarly they struggle to read and write, often writing gibberish or perceiving the written word as gibberish. The sufferer may make socially inappropriate or embarrassing remarks without realising it or overly rely on expletives and crude innuendo, believing it to be entirely acceptable.	Assign the condition an intensity of between 1 and 6. This is the DM applied to all verbal and written communication skills, including such skills as Broker and Diplomat. The condition may be variable – in which case the DM is rolled on 1d6 from one communication instance to another.
10	Delirium	Delirium is an acute decline in the ability to focus attention, exercise clear perception, understand and follow commands and general problems with cognition. Sufferers may lose the ability to communicate, understand communication, conduct straightforward tasks of reasoning or even complete simple tasks such as counting or dressing.	Assign the condition an intensity of between 1 and 6. This is the DM applied to all skills possessed by a character and applied to untrained skill attempts (creating a DM of between –4 and –9). If delirium is of intensity 6, then the character simply cannot communicate at all and may be fixed in a semi-comatose daze.
11	Combine two results, ignoring Psychosis		
12	Psychosis	Psychosis is the acute disconnection from reality. Sufferers experiencing psychotic episodes may experience hallucinations or delusional beliefs (see those entries in this table) and may exhibit complete changes in personality. This may be accompanied by unusual or bizarre behaviour, as well as difficulty with social interaction and impairment in carrying out the activities of daily living.	Psychotics take the game effects for Delusion. In addition, roll 1d6 for what additional effects they suffer: 1-2 – No additional effect 3 – Hallucinations 4 – Delirium 5 – Thought Disorder 6 – Schizophrenia

TREATING MENTAL INSTABILITY

Mental instability typically requires long-term treatment, convalescence and drugs. Many sufferers go through life without requiring treatment, depending on the condition's intensity but those who struggle to control the condition require detailed care.

Where a condition has been assigned an intensity, it takes a number of months equal to twice the intensity to treat the condition effectively. If the condition is of intensity 4 or below, then hospitalisation is not required and the sufferer can be treated as an outpatient. Intensities 5-7 require equal parts of hospitalisation and remote care and intensity 8+ always requires hospitalisation.

No rolls are required to remove the condition but expertise in Medic and Life Sciences (Psychology) reduce the number of months required for treatment by their skill levels. Treatment must be undergone for the full term; if it is broken, then the sufferer is not cured and suffers a relapse to the condition's previous intensity. At the end of the term, the character must roll Int + End 9+. If successful, then condition has been successfully cured. If unsuccessful, then the character is cured but requires drugs to keep the condition fully at bay. If drugs are not taken, there is an End 9+ chance that the condition will return with a new intensity (but reduced by the character's End + Int DMs).

Insanity

Insanity is a mental instability so deep-rooted that the character is completely unable to function in society and poses a *constant* danger to himself and others.

Any character that has a mental instability condition that goes untreated sees that condition increase in intensity by 1 for every 1d3 years it is left untreated. Once the intensity reaches 12 or higher, the character is clinically insane. He loses all ability to control his condition and he effectively withdraws from society – and may become suicidal or homicidal. The only safe way to treat an insane person is to confine them and subject them to intensive, long-term treatment. The treatment period is half the intensity level of the condition, +2d6, in years. Some insane characters may never be cured.

Player Characters in a truly insane condition may be retired from play at the Referee's discretion – although insane characters do provide some interesting opportunities for roleplaying (and insane Non-Player Characters *always* do).

PHOBIAS

The following is a comprehensive list of phobias for use with the Phobia Mental Disorder. If a character or psion gains a phobia, choose one from this list that closely matches the circumstances that may have triggered or contributed to, the contraction of the phobia.

Ablutophobia- Fear of washing or bathing.
Acarophobia- Fear of itching.
Acerophobia- Fear of sourness.
Achluophobia- Fear of darkness.
Acousticophobia- Fear of noise.
Acrophobia- Fear of heights.
Aeroacrophobia- Fear of open high places.
Agateophobia- Fear of insanity.
Agliophobia- Fear of pain.
Agoraphobia- Fear of open spaces.
Agraphobia- Fear of sexual abuse.
Agrizoophobia- Fear of wild animals.
Agyrophobia- Fear of streets.
Aichmophobia- Fear of needles.
Ailurophobia- Fear of cats.
Algophobia- Fear of pain.
Allodoxaphobia- Fear of opinions.
Altophobia- Fear of heights.
Amathophobia- Fear of dust.
Ambulophobia- Fear of walking.
Amnesiphobia- Fear of amnesia.
Amychophobia- Fear of injury.
Anablephobia- Fear of looking up.
Ancraophobia- Fear of wind.
Androphobia- Fear of men.
Angrophobia - Fear of anger or becoming angry.
Anthrophobia - Fear of flowers.
Anthropophobia- Fear of people or society.
Antlophobia- Fear of floods.
Anuptaphobia- Fear of staying single.
Apeirophobia- Fear of infinity.
Aphenphosmphobia- Fear of being touched.
Apotemnophobia- Fear of amputees.
Arachnophobia- Fear of spiders.
Arithmophobia- Fear of numbers.
Arsonphobia- Fear of fire.
Asthenophobia- Fear of fainting.
Astraphobia - Fear of thunder and lightning.
Astrophobia- Fear of stars or celestial space.
Asymmetriphobia- Fear of asymmetrical things.
Ataxiophobia- Fear of ataxia (lack of muscular co-ordination).
Ataxophobia- Fear of disorder or untidiness.
Atelophobia- Fear of imperfection.
Atephobia- Fear of ruins.
Athazagoraphobia- Fear of being forgotten or ignored.
Atychiphobia- Fear of failure.
Aurophobia- Fear of gold.
Automysophobia- Fear of being dirty.
Aviophobia - Fear of flying.
Bacillophobia- Fear of microbes.
Bacteriophobia- Fear of bacteria.
Ballistophobia- Fear of missiles or bullets.
Barophobia- Fear of gravity.
Basophobia - Fear of walking or falling.
Bathmophobia- Fear of stairs or steep slopes.
Bathophobia- Fear of depth.
Batophobia- Fear of heights.
Batrachophobia- Fear of amphibians.
Bibliophobia- Fear of books.
Blennophobia- Fear of slime.
Botanophobia- Fear of plants.
Bromidrosiphobia - Fear of body smells.
Brontophobia- Fear of thunder and lightning.
Cacophobia- Fear of ugliness.
Cainophobia - Fear of newness, novelty.
Caligynephobia- Fear of beautiful women.
Cancerophobia - Fear of cancer.
Cardiophobia- Fear of the heart.
Carnophobia- Fear of meat.
Catagelophobia- Fear of being ridiculed.
Catapedaphobia- Fear of jumping from high and low places.
Cathisophobia- Fear of sitting.
Catoptrophobia- Fear of mirrors.
Chaetophobia- Fear of hair.
Chemophobia- Fear of chemicals or working with chemicals.
Chionophobia- Fear of snow.
Chiraptophobia- Fear of being touched.
Chirophobia- Fear of hands.
Cholerophobia- Fear of anger
Chorophobia- Fear of dancing.
Chrematophobia- Fear of money.
Chromophobia or Chromatophobia- Fear of colours.
Chronophobia- Fear of time.
Chronomentrophobia- Fear of clocks.
Cibophobia- Fear of food
Claustrophobia- Fear of confined spaces.
Cleithrophobia - Fear of being locked in an enclosed place.
Climacophobia- Fear of stairs, climbing or of falling downstairs.
Clinophobia- Fear of going to bed.
Cnidophobia- Fear of stings.
Cometophobia- Fear of comets.
Coimetrophobia- Fear of cemeteries.
Contreltophobia- Fear of sexual abuse.
Coprophobia- Fear of feces.
Coulrophobia- Fear of clowns.
Cremnophobia- Fear of precipices.
Cryophobia- Fear of extreme cold, ice or frost.
Crystallophobia- Fear of crystals or glass.
Cyberphobia- Fear of computers or working on a computer.
Cymophobia - Fear of waves or wave like motions.

Cynophobia- Fear of dogs or rabies.
Cypridophobia - Fear of prostitutes or venereal disease.
Decidophobia- Fear of making decisions.
Defecaloesiophobia- Fear of painful bowel movements.
Deipnophobia- Fear of dining or dinner conversations.
Dementophobia- Fear of insanity.
Demonophobia or Daemonophobia- Fear of demons.
Demophobia- Fear of crowds. (Agoraphobia)
Dendrophobia- Fear of trees.
Dentophobia- Fear of dentists.
Dermatophobia- Fear of skin lesions.
Dermatosiophobia or Dermatophobia or Dermatopathophobia- Fear of skin disease.
Dextrophobia- Fear of objects at the right side of the body.
Diabetophobia- Fear of diabetes.
Didaskaleinophobia- Fear of going to school.
Dikephobia- Fear of justice.
Dinophobia- Fear of dizziness or whirlpools.
Diplophobia- Fear of double vision.
Dipsophobia- Fear of drinking.
Dishabiliophobia- Fear of undressing in front of someone.
Domatophobia- Fear of houses or being in a house.
Doraphobia- Fear of fur or skins of animals.
Doxophobia- Fear of expressing opinions or of receiving praise.
Dromophobia- Fear of crossing streets.
Dutchphobia- Fear of the Dutch.
Dysmorphophobia- Fear of deformity.
Dystychiphobia- Fear of accidents.
Ecclesiophobia- Fear of church.
Ecophobia- Fear of home.
Eicophobia- Fear of home surroundings
Eisoptrophobia- Fear of mirrors
Electrophobia- Fear of electricity.
Eleutherophobia- Fear of freedom.
Elurophobia- Fear of cats.
Emetophobia- Fear of vomiting.
Enetophobia- Fear of pins.
Enochlophobia- Fear of crowds.
Enosiophobia - Fear of criticism.
Entomophobia- Fear of insects.
Eosophobia- Fear of dawn or daylight.
Ephebiphobia- Fear of teenagers.
Epistaxiophobia- Fear of nosebleeds.
Epistemophobia- Fear of knowledge.
Equinophobia- Fear of horses.
Ereuthrophobia- Fear of blushing.
Ergasiophobia- Fear of work or functioning.
Ergophobia- Fear of work.
Erotophobia- Fear of sexual love.
Euphobia- Fear of hearing good news.
Eurotophobia- Fear of female genitalia.
Gamophobia- Fear of marriage.
Geliophobia- Fear of laughter.
Geniophobia- Fear of chins.
Genuphobia- Fear of knees.
Gephyrophobia - Fear of crossing bridges.
Gerontophobia- Fear of old people or of growing old.
Geumaphobia - Fear of taste.
Glossophobia- Fear of speaking in public or of trying to speak.
Gnosiophobia- Fear of knowledge.
Graphophobia- Fear of writing or handwriting.
Gymnophobia- Fear of nudity.
Hadephobia- Fear of hell.
Hagiophobia- Fear of saints or holy things.
Hamartophobia- Fear of sinning.
Haphephobia - Fear of being touched.
Harpaxophobia- Fear of being robbed.
Hedonophobia- Fear of feeling pleasure.
Heliophobia- Fear of the sun.
Helminthophobia- Fear of being infested with worms.
Hemophobia - Fear of blood.
Heresyphobia - Fear of challenges to official doctrine or of radical deviation.
Herpetophobia- Fear of reptiles.
Heterophobia- Fear of the opposite sex.
Hexakosioihexekontahexaphobia- Fear of the number 666.
Hierophobia- Fear of priests or sacred things.
Hippophobia- Fear of horses.
Hippopotomonstrosesquippedaliophobia- Fear of long words.
Hobophobia- Fear of drifters or beggars.
Hodophobia- Fear of road travel.
Hormephobia- Fear of shock.
Homichlophobia- Fear of fog.
Homilophobia- Fear of sermons.
Hominophobia- Fear of men.
Homophobia- Fear of sameness, monotony or of homosexuality or of becoming homosexual.
Hoplophobia- Fear of firearms.
Hydrophobia- Fear of water
Hydrophobophobia- Fear of rabies.
Hyelophobia - Fear of glass.
Hygrophobia- Fear of liquids, dampness or moisture.
Hylephobia- Fear of materialism or the fear of epilepsy.
Hylophobia- Fear of forests.
Hypengyophobia - Fear of responsibility.
Hypnophobia- Fear of sleep or of being hypnotized.
Hypsiphobia- Fear of height.

Iatrophobia- Fear of doctors.
Ichthyophobia- Fear of fish.
Ideophobia- Fear of ideas.
Illyngophobia- Fear of vertigo.
Iophobia- Fear of poison.
Insectophobia - Fear of insects.
Isolophobia- Fear of solitude, being alone.
Kainolophobia - Fear of anything new, novelty.
Kakorrhaphiophobia- Fear of failure or defeat.
Katagelophobia- Fear of ridicule.
Kathisophobia- Fear of sitting down.
Kenophobia- Fear of voids or empty spaces.
Kinesophobia- Fear of movement or motion.
Kleptophobia- Fear of stealing.
Koinoniphobia- Fear of rooms.
Kopophobia- Fear of fatigue.
Kosmikophobia- Fear of cosmic phenomenon.
Lachanophobia- Fear of vegetables.
Laliophobia or Lalophobia- Fear of speaking.
Leukophobia- Fear of the colour white.
Ligyrophobia- Fear of loud noises.
Lilapsophobia- Fear of tornadoes and hurricanes.
Logizomechanophobia- Fear of computers.
Logophobia- Fear of words.
Macrophobia- Fear of long waits.
Mageirocophobia- Fear of cooking.
Maieusiophobia- Fear of childbirth.
Maniaphobia- Fear of insanity.
Mastigophobia- Fear of punishment.
Mechanophobia- Fear of machines.
Megalophobia- Fear of large things.
Melanophobia- Fear of the colour black.
Melophobia- Fear or hatred of music.
Meningitophobia- Fear of brain disease.
Menophobia- Fear of menstruation.
Merinthophobia- Fear of being bound or tied up.
Metallophobia- Fear of metal.
Metathesiophobia- Fear of changes.
Meteorophobia- Fear of meteors.
Methyphobia- Fear of alcohol.
Metrophobia- Fear or hatred of poetry.
Microphobia- Fear of small things.
Mnemophobia- Fear of memories.
Molysmophobia - Fear of dirt or contamination.
Monophobia- Fear of solitude or being alone.
Monopathophobia- Fear of definite disease.
Mycophobia- Fear or aversion to fungi.
Mycrophobia- Fear of small things.
Myctophobia- Fear of darkness.
Necrophobia- Fear of death or dead things.
Nelophobia- Fear of glass.
Neophobia- Fear of anything new.
Nephophobia- Fear of clouds.
Nomatophobia- Fear of names.
Nosocomephobia- Fear of hospitals.
Nosophobia - Fear of becoming ill.
Nostophobia- Fear of returning home.
Nucleomituphobia- Fear of nuclear weapons.
Nudophobia- Fear of nudity.
Numerophobia- Fear of numbers.
Nyctophobia- Fear of the dark or of night.
Ochlophobia- Fear of crowds or mobs.
Ochophobia- Fear of vehicles.
Odontophobia- Fear of teeth or dental surgery.
Olfactophobia- Fear of smells.
Ommatophobia- Fear of eyes.
Oneirophobia- Fear of dreams.
Onomatophobia- Fear of hearing a certain word.
Ophidiophobia- Fear of snakes.
Ophthalmophobia- Fear of being stared at.
Optophobia- Fear of opening one's eyes.
Ornithophobia- Fear of birds.
Orthophobia- Fear of property.
Osmophobia - Fear of smells or odours.
Ostraconophobia- Fear of shellfish.
Pagophobia- Fear of ice or frost.
Panthophobia- Fear of suffering and disease.
Pantophobia- Fear of everything.
Papaphobia- Fear of the Pope.
Papyrophobia- Fear of paper.
Paralipophobia- Fear of neglecting duty or responsibility.
Paraphobia- Fear of sexual perversion.
Parasitophobia- Fear of parasites.
Pathophobia- Fear of disease.
Patroiophobia- Fear of heredity.
Parturiphobia- Fear of childbirth.
Peccatophobia- Fear of sinning.
Pediculophobia- Fear of lice.
Pediophobia- Fear of dolls.
Pedophobia- Fear of children.
Peladophobia- Fear of bald people.
Peniaphobia- Fear of poverty.
Phagophobia- Fear of eating.
Phalacrophobia- Fear of becoming bald.
Pharmacophobia- Fear of taking medicine.
Phasmophobia- Fear of ghosts.
Phengophobia- Fear of daylight or sunshine.
Philemaphobia - Fear of kissing.
Philophobia- Fear of falling in love or being in love.
Phobophobia- Fear of phobias.

Photoaugliaphobia- Fear of glaring lights.
Photophobia- Fear of light.
Phonophobia- Fear of noises or voices or one's own voice.
Phronemophobia- Fear of thinking.
Phthiriophobia- Fear of lice (Pediculophobia).
Plutophobia- Fear of wealth.
Pluviophobia- Fear of rain or of being rained on.
Pnigophobia - Fear of choking or being smothered.
Pocrescophobia- Fear of gaining weight (Obesophobia).
Pogonophobia- Fear of beards.
Politicophobia- Fear or abnormal dislike of politicians.
Poinephobia- Fear of punishment.
Ponophobia- Fear of overworking or of pain.
Porphyrophobia- Fear of the colour purple.
Potamophobia- Fear of running water.
Potophobia- Fear of alcohol.
Pharmacophobia- Fear of drugs.
Prosophobia- Fear of progress.
Psellismophobia- Fear of stuttering.
Psychophobia- Fear of mind.
Psychrophobia- Fear of cold.
Pteromerhanophobia- Fear of flying.
Pupaphobia - Fear of puppets.
Pyrexiophobia- Fear of fever.
Pyrophobia- Fear of fire.
Radiophobia- Fear of radiation.
Ranidaphobia- Fear of frogs.
Rectophobia- Fear of rectum or rectal diseases.
Rhabdophobia- Fear of being severely punished
Rhypophobia- Fear of defecation.
Rhytiphobia- Fear of getting wrinkles.
Rupophobia- Fear of dirt.
Scabiophobia- Fear of scabies.
Scatophobia- Fear of fecal matter.
Scelerophibia- Fear of burglars.
Sciophobia - Fear of shadows.
Scoleciphobia- Fear of worms.
Scolionophobia- Fear of school.
Scopophobia - Fear of being seen or stared at.
Scotomaphobia- Fear of blindness in visual field.
Scotophobia- Fear of darkness. (Achluophobia)
Scriptophobia- Fear of writing in public.
Selaphobia- Fear of light flashes.
Seplophobia- Fear of decaying matter.
Sesquipedalophobia- Fear of long words.
Siderodromophobia- Fear of trains, railroads or train travel.
Siderophobia- Fear of stars.
Sinistrophobia- Fear of things to the left or left-handed.
Sitophobia - Fear of food or eating.
Sociophobia- Fear of society or people in general.
Somniphobia- Fear of sleep.
Sophophobia- Fear of learning.
Soteriophobia - Fear of dependence on others.
Spacephobia- Fear of outer space.
Spectrophobia- Fear of specters or ghosts.
Spermatophobia or Spermophobia- Fear of germs.
Stasibasiphobia- Fear of standing or walking
Stenophobia- Fear of narrow things or places.
Stygiophobia or Stigiophobia- Fear of hell.
Symbolophobia- Fear of symbolism.
Symmetrophobia- Fear of symmetry.
Syngenesophobia- Fear of relatives.
Tachophobia- Fear of speed.
Taphephobia - Fear of being buried alive or of cemeteries.
Tapinophobia- Fear of being contagious.
Technophobia- Fear of technology.
Teleophobia- Fear of definite plans.
Teratophobia- Fear of monsters or deformed people.
Testophobia- Fear of taking tests.
Tetanophobia- Fear of lockjaw, tetanus.
Teutophobia- Fear of Germany or German things.
Textophobia- Fear of certain fabrics.
Thaasophobia- Fear of sitting.
Thalassophobia- Fear of the sea.
Thanatophobia - Fear of death or dying.
Theatrophobia- Fear of theatres.
Theologicophobia- Fear of theology.
Theophobia- Fear of gods or religion.
Thermophobia- Fear of heat.
Tocophobia- Fear of pregnancy or childbirth.
Tomophobia- Fear of surgical operations.
Tonitrophobia- Fear of thunder.
Topophobia- Fear of certain places or situations.
Toxiphobia Fear of poison.
Traumatophobia- Fear of injury.
Tremophobia- Fear of trembling.
Trichinophobia- Fear of trichinosis.
Trichophobia- Fear of hair.
Triskaidekaphobia- Fear of the number 13.
Tropophobia- Fear of moving or making changes.
Trypanophobia- Fear of injections.
Tuberculophobia- Fear of tuberculosis.
Tyrannophobia- Fear of tyrants.
Vaccinophobia- Fear of vaccination.
Venustraphobia- Fear of beautiful women.
Verbophobia- Fear of words.
Verminophobia- Fear of germs.
Vestiphobia- Fear of clothing.
Virginitiphobia- Fear of rape.
Vitricophobia- Fear of step-father.
Xenoglossophobia- Fear of foreign languages.
Xenophobia- Fear of strangers or foreigners.
Xerophobia- Fear of dryness.
Xylophobia- Fear of wooden objects or forests.
Xyrophobia-Fear of razors or shaving.
Zelophobia- Fear of jealousy.
Zeusophobia- Fear of gods.
Zoophobia- Fear of animals.

Psionic Equipment

Any society that gains an understanding of psionics will, inevitably, find ways of producing equipment that either utilizes psionic energy, manipulates it or enhances it.

Any piece of equipment that uses psionic energy in some way must be psi-calibrated; that is, circuited to receive, adapt and manipulate psi energy as the psion's mind produces it. Note that this is not the same as using the Machine Symbiosis talent; psionically-calibrated equipment is designed to work with any psion, regardless of talents trained; the important component is psionic energy and the ability to harness it.

Any psionic device has a specific function or set of functions. This might be to enhance a particular talent or power or to replicate one. Every device requires Psionic Strength points to power it and achieve its effects; this cost is stipulated in the item's description.

Not all of the devices listed here will be suitable for every campaign. Referees need to decide what types of devices are available, both at varying Tech Levels and by campaign type.

New Skill Speciality – Engineer (Psi Equipment)
A specialisation of the Engineer skill is Psi Equipment. This skill covers the manufacture, repair, maintenance and calibration of psi-enabled devices. It is applied in the same way as any other version of Engineer but applies specifically to psi device functions.

Drugs

Psi-Drugs

These drugs restore Psionic Strength if taken when the character has already spent Psionic Strength points or temporarily increase the character's Psionic Strength if taken when he is at full Psionic Strength.

Drug	TL	Psionic Strength Restored	Psionic Strength Boosted	Cost (Cr.)
Standard	8	3	2	1,000
Double	9	6	4	4,000
Special	10	9	6	10,000
Extra Special	12	12	10	100,000

A character who takes more than one dose of Standard or Double Psi-Drug or a single dose of the Special drug must make an Endurance check, with a –1 DM per dose of psi-drug taken in the last week (not including the one just taken). If the check is failed the character falls ill with a serious fever, suffering 3d6 damage and permanently reducing his Psionic Strength by one.

Inhibitor Drug

Psionic inhibitors dampen the brain's ability to generate psychic effects. A character who takes (or, more often, is forcibly injected with) an inhibitor drug suffers a –4 DM to all Psionic Strength checks and cannot regain Psionic Strength points. Each hour the character may make an Endurance check to throw off the effects of the drug with a +1 DM for every previous check. Inhibitor drugs have no effect on non-psionic individuals.

Inhibitor Drug Cost: Cr. 5,000 per dose

Trauma Suppressant

These drugs are designed to suppress Psionic Trauma. The drugs come in six strengths, corresponding to the levels of Psionic Trauma. One level of strength suppresses one level of trauma; thus, to suppress two levels of Psionic Trauma, a Level 2 Suppressant needs to be taken.

The drug does not *cure* Psionic Trauma; it merely controls its effects allowing a psion to live a normal, everyday life. However, the body and mind can become inured to the drug's effects; for every month, roll End + Psi 9+. If the roll *succeeds* then the body begins to resist the drug's effects and it will require a strength of suppressant one level higher than actually needed or desired to suppress trauma.

Trauma Suppressants have some physical side effects. These start to manifest within a month of taking the drug. Roll 1d6 and add the drug's strength to determine the specific side effect. The side effect only needs to be rolled once but as stronger levels of the drug are taken, the side effects become more acute and evident.

1d6+ Strength of Suppressant	Side Effect
2	Acne/Spots/Rash Across the Body
3	Slight Muscle Pain
4	Eczema/Peeling Skin
5	Moderate Muscle Pain (1 Dex)
6	Cracked Skin, Open Sores (1 End)
7	Acute Muscle Pain (2 Dex)

Trauma Suppressant Cost: Cr. 1,000 per level of strength, per monthly dose.

ENHANCERS

Enhancers are technical devices, psionically calibrated, to enhance either the overall performance of a psion's capabilities or a specific talent.

Psi Enhancer

Available either as a skull implant (in which the enhancer circuits are etched directly into the skull) or as an external, battery-powered headset-like array, the Psi Enhancer improves the Psionic Strength DM – but not the Psi Points – by +1 for every level of complexity. Psi Enhancers are necessarily expensive; especially for the implant option.

An implanted enhancer requires a surgical procedure as the circuitry needs to be physically wired to the brain. Psions undergoing the operation must throw Endurance 8+ (with DMs for the levels of medical expertise performing the operation) to avoid complications. If the roll is failed, check the effect on the table below to determine the nature of the complications:

Effect	Complication
4	Brain Damage: lose 1d6+1 Int. If Int is reduced to 0, patient is left in a persistent vegetative state.
3	Brain Damage: lose 1d3 Int
2	2 Levels of Psionic Trauma
1	1 Level of Psionic Trauma

External Psi Enhancer Cost: Cr. 50,000 per level.
Implanted Psi Enhancer Cost: Cr. 80,000 per level, plus hospital and surgery costs.

Talent Chip

A specific psionic talent is encoded onto a data wafer that is accessed via either a Psi Enhancer or a standard neural interface. Note that a talent chip will not confer a psionic talent on someone who is none psionic.

The chip gives the psion the talent at level 0. The cost is based on how many powers are included as part of the chip's data array.

Talent Chip Cost: Basic Talent, Cr. 20,000 + Cr. 2,000 per power; Advanced Talent, Cr. 50,000 + Cr. 3,000 per power.

Personal Psi Battery (PPB)

A Personal Psi Battery stores Psionic Strength points for later use. A battery can hold up to 10 Psi Points and is charged by the psion during rest periods. Psi Points channelled into the battery, rather than into the psion's own mind, will therefore increase the length of any rest period if the psion wants to regain his full Psi points compliment.

A psion can draw on up to 3 points from the battery at a time. If not used, stored Psi points degrade and are lost. Degradation begins after 3 days with 1 point being lost per day until the battery is empty.

PPB Cost: Cr. 30,000.

NEUTRALISERS

Neutralisers work to defend and protect against psionic interference and can be used by non-psions.

Psionic Shield

Available at TL 12+. Any armour incorporating a helmet or hood can be outfitted with a psionic shield to block Telepathy. Unlike the Telepathy power shield, a technological shield is invulnerable to assault and blocks *send thoughts*. It cannot be lowered without removing the helmet or hood containing the shield. Buildings and vehicles can also be psionically shielded but this increases the cost by 10%.

Psionic Shield Cost: Cr. 40,000.

Anti-Psi Spray

Available at TL 12+. An aerosol neutraliser, the Ant-Psi Spray projects a cloud of nano-particles, 1 metre in diameter, into the air. The nano particles are molecularly calibrated to absorb psionic energy and dissipate it harmlessly. Every blast of the spray neutralises 3+1d6 Psionic Strength points placed into an active power that must be directed through the cloud's area of effect. The cloud itself dissipates after 1d6 Combat Rounds.

A standard canister of spray provides 5 bursts.

Anti-Psi Spray Cost: Cr. 5,000 per canister.

Disruption Unit

Available at TL 12+. This small unit emits a constant electro-psionic field that disrupts psionics within its sphere of influence. The unit carries a 100 point charge, with its operation drawing on this charge at the rate of 1 point per minute. The maximum setting is variable between 1 and 6 points, with each point applying a negative DM to all psionic use equal to the points setting. The disruption unit affects an area of a 3 metre radius. The unit can be recharged from a standard power source, taking 1 minute per point to recharge.

Disruption Unit Cost: Cr. 20,000.

WEAPONS

Psionic Energy Sword

Available at TL 14+ and a favoured weapon of some mystical orders. The haft of this weapon is a tube of about 30cm in length and equipped with either heat sinks or heat dispersing fins at the base of the haft. It is psionically calibrated to psionic users and, when activated, generates an energy blade of about a metre in length. The psion unconsciously limits the blade length, preventing it from operating as a conventional, ranged, energy weapon: its costs the psion 1 Psi point per hour to maintain the blade's integrity.

The weapon's damage is 4d6, plus the Effect of a successful Psionic Strength 8+ roll. The haft contains a battery that provides up to 4 hours of continuous operation. The skill required to use the weapon is Melee (blade).

Psionic Energy Sword Cost: Cr. 100,000 (limited availability).

Psi Gun

Available at TL 14+. This weapon resembles a somewhat bulbous pistol that connects to an implanted data jack on either the arm or temple. Quite simply, the gun translates Psionic Strength into an invisible-light energy beam. It does not require a psionic talent to use but does require the Gun (energy pistol) skill.

The user calibrates the gun to the number of Psi points it will draw with each shot. Every Psi point produces 1d6+2 damage. It obviously requires no ammunition but is equipped with a standard power cell that allows for 50 hours of continuous operation.

Psi Gun Cost: Cr. 200,000 (power cell 1,500 each).

Psi Rifle

Available at TL 14+. This weapon is the larger sister to the Psi Gun. Each Psi point converts to 2d6+3 damage and its power cell allows for 70 hours of continuous operation.

Psi Rifle Cost: Cr. 400,000 (power cell 2,000 each).

Mind Bomb

A mind bomb is a grenade-sized device that can be charged with Psi points which are stored in an internal storage sliver. The device can be set to activate on a timer (up to 2 minutes) and either set in place or hurled.

When the bomb goes off, it unleashes the stored psionic energy in an instantaneous wave that affects a radius of 3+1d6 metres. Everything caught in that radius experiences a negative DM to skills equal to the bomb's stored Psi points for 1d6 rounds.

Mind Bomb Cost: Cr. 1,000.

Trauma Grenade

A specifically anti-psion device, this psychoactive grenade, when it explodes, induces Psionic Trauma in any psions caught in its blast radius of 3+1d6 metres. Psions must throw End + Psionic Strength 10+ to withstand the unleashing of the trauma-inducing energy or suffer 1+1d3 levels of Psionic Trauma.

Trauma Grenade Cost: Cr. 3,000.

PSIONIC WEAPONS

Weapon	TL	Range	Damage	Heft	Mass (kg)	Cost (Cr.)
Energy Sword	14	Melee (large blade)	4d6+Effect	1	0.5	100,000

Weapon	TL	Range	Damage	Auto	Recoil	Mass (kg)	Magazine	Cost (Cr.)	Power Cell (Cr.)
Psi Gun	14	Ranged (pistol)	1d6+2 per Psi point	No	—	3.5	—	200,000	1,500
Psi Rifle	14	Ranged (rifle)	2d6+3 per Psi point	No	—	9	—	400,000	2,000

Weapon	TL	Range	Damage	Mass (kg)	Blast Radius	Cost (Cr.)
Mind Bomb	12	Ranged (thrown)	–1 DM to skills per point of stored Psi	0.5	3+1d6 metres	1,000
Trauma Grenade	12	Ranged (thrown)	1d3+1 levels of Psionic Trauma	0.5	3+1d6 metres	3,000

VEHICLES

Any vehicle can be equipped with a Psi interface to enhance its capabilities – and starships receive their own chapter in this book. The vehicles here are those that fall outside of the conventional, although time machines and dimensional travel machines are covered in the Mind Ships chapter, beginning on page 89.

Levitation Throne

Available at TL 11+. A levitation throne is specifically designed to enhance the Fly power of the Telekinesis talent. The throne can have many configurations; from an ornate chair, through to an enclosed bubble but is usually a personal transportation device. Psionically calibrated sensors built into the throne amplify Psionic Strength, allowing the user to fly at 6 metres per round for a number of hours (rather than rounds) per Psi point drawn from the user. The psion needs to be trained in Telekinesis but does not need to make a Telekinesis roll to activate and use the throne; all that is necessary is a constant flow of 1 Psi point per hour.

If the levitation throne user wants to carry others or equipment, then he must expend an additional 2 Psi for every 100kg carried. The throne must also be modified to carry either cargo or passengers, otherwise the psion must rely on other telekinetic powers to do the job.

Levitation Throne Cost: Cr. 250,000 (plus Cr. 1,000 per 100kg of modification for either cargo or passengers).

Teleportation System

Available at TL 14+. Teleportation systems disassemble matter, transmit it and reassemble it elsewhere. A teleportation system works best when transmitting to another system, greatly lessening the chance of a fault in re-assembly, which invariably results in trauma and possibly death.

To work correctly, a roll of 8+ must be made for the teleportation attempt. DMs are applicable for Computers or Engineer skills. If the roll is successful, then the teleported subject arrives unscathed, transferred almost instantaneously. If the roll is unsuccessful, then the subject takes 1d6 damage to each physical characteristic for every point of failed Effect.

If the teleportation system is transmitting to another receiving system, then the operation roll is considered Routine (+2).

A teleportation system has a maximum range of Planetary and cannot operate at distances above 50,000 km. If Referees wish it, a further –1DM can be applied to the operation roll for every 10,000 km of distance that the system operates over.

Teleportation systems can be rigged into complex networks providing instantaneous global travel. System to system transfers incur no disadvantages for altitude and energy conservation, being ready programmed to insulate and compensate for, these hazards.

The same system that made the transfer can also affect a return transfer, using sensors to lock onto the subjects when an appropriate signal is given. A Sensors 8+ roll is needed for a safe lock-on and return. The return transfer attempt works in the same way as before.

Teleportation systems are available in a variety of sizes, allowing multiple people and cargo to be teleported simultaneously. A single-system costs MCr. 2 and displaces 1 ton; larger systems displace a further 0.5 tons for each individual or 100kg to be transported and cost a further MCr. 1 per 0.5 tons.

Teleportation System Cost: MCr 2 (+MCr 1 for each additional 0.5 tons).

Teleportation Tractor Beam

Available TL 14+. A highly sophisticated device intended to divert a teleporter and transport them to a pre-arranged destination. The device is a bulky, box-like array combining sensors, field emitters and other electronics. It weighs 10 kg but is too bulky for a single person to move it.

The device works by picking-up Psionic Strength used to power a teleport attempt using a powerful sensor array and psionically calibrated redirection matrices. To operate the device, a teleportation attempt must first be successfully detected; this is an automated system function that successfully locates the psionic power output on a roll of 8+. Next, the device must successfully redirect the teleporter, again on a roll of 8+ but reduced by a DM equal to the psion's Psionic Strength DM, plus a –1 DM for every kilometre of distance between it and the teleporter. The machine has a maximum range of 6 kilometres.

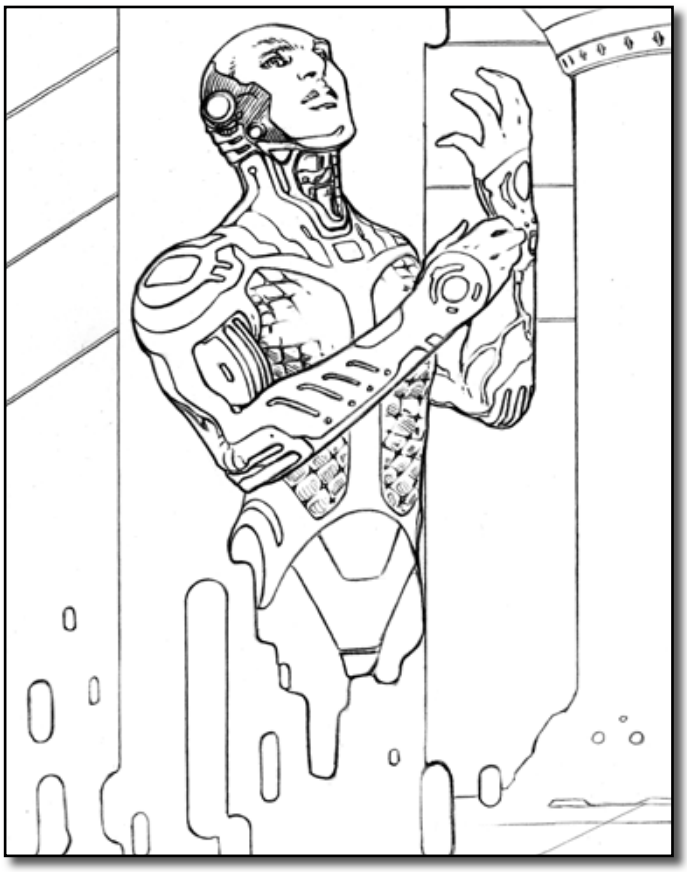
If the detection and redirection attempts are successful, the teleporter arrives in the predetermined destination instead of the one intended; Psi points are still expended, as though the correct teleportation had taken place.

To accurately set the destination controls of the tractor beam, the operator must succeed in a Computers or Navigation 8+ roll, with the Effect determining the precision of the co-ordinates.

Teleportation Tractor Beam Cost: Cr. 500,000.

Teleportation Suit

Available at TL 12+, this device can be integrated into a suit of armour or worn as a form-hugging bodysuit. It rapidly cools or warms the body after a teleport, minimising the damage from sudden energy gains or losses. The suit allows a character to jump up to 600 metres up or down in a single teleport or up to 10 kilometres in a single hour when using successive jumps.



Teleportation Suit Cost: Cr. 50,000.

MISCELLANEOUS EQUIPMENT

Psi Detector

For use by non-psionics, the psi detector is a hand-held device that detects residual or active psi energy within a radius of 500 metres. Where active psi energy is detected (in other words, psionic powers under use), the detector can provide an indication of the amount of psi energy involved; the indication is low, medium and high, relating to the number of psi points invested in the particular power under use.

For residual energy, the reading will always be low but retrograde analysis on rates of decay can offer a general indication of how long ago a power was used, with an accuracy of up to 3 hours.

Psi Detector Cost: Cr. 12,000.

Image Sliver

Image Slivers are psionically calibrated data wafers that can record and store psionically obtained data: thoughts, emotions, auras, memories, nightmares and so forth. The sliver is a blue-black data wafer 5mm x 5mm in length and width. It can store up to 10 hours of recorded thoughts, memories or emotions or the aura signatures of 10 people. Non-psions can access the material recorded on the sliver by inserting it into a standard neural interface jack if they are suitably augmented; psions can access the information in a similar way or, if they have the Telepathy or Clairvoyance talents, simply by holding the sliver and spending a single Psi point whilst concentrating on the sliver.

Non-psions who access a sliver find the information strange, random and often disturbing. The senses are flooded with the recorded data and the feedback taps into the emotional areas of the brain to transfer the recording. The imagery found even in the most placidly recorded thoughts can introduce sensory overload and so End 9+ rolls are required otherwise the character suffers a –1 DM to all skills for a period of minutes equal to the length of the recording as they seek to adjust to the information they have downloaded. Memories, emotions and other data may also resurface at random intervals even after the sliver has been removed for 1d6 days after being accessed, with effects that need to be adjudicated by the Referee. Psions are attuned to the way mental data is recorded and do not suffer from these effects.

Image Sliver Cost: Cr. 250.

Mind Reader

Available at TL 12+. A device for non-psions, a Mind Reader is a headset device that is worn by the user and linked to electrodes that are connected to the temples or skull of the subject. The device provides the user with temporary psionic abilities, allowing him to read thoughts and emotions as though a psion with a skill level of 0 in Telepathy. The item grants virtual Psi points equal to the character's current End score.

Mind Reader Cost: Cr. 50,000.

Psi Scanner

This device scans the brain to determine psionic potential. It is available at TL8, with higher TL models being smaller, becoming portable at TL10. The device connects to the skull of the subject via electrodes or (in higher TL models) sensors (TL 9+) and conducts a deep, highly intense, highly accurate EEG scan specifically focused on detecting latent Psionic Strength.

If the subject has untrained psionic capability, the scanner detects it in a roll of 8+, with DMs for Medic or other, appropriate science skills.

At TL 9, the scanner also provides an indication of Psionic Strength but it does not provide a precise figure (within +/– 2 points of actual Psionic Strength). The device can remote scan up to a range of 10 metres.

At TL10, the scanner provides an accurate Psionic Strength reading and also indicates which talents the subject has a propensity for learning (these specifics will need to be adjudicated by the Referee). The device can remote scan up to a range of 20 metres.

Psi Scanner Cost: TL8 Cr. 10,000; TL 9+ Cr. 8,000.

Aura Array

Available at TL10+. This headset device can be used by non-psions and replicates the Read Aura power of the Aura Perception talent at level 0. The user can see and interpret psionic auras but cannot manipulate, mask or project them. The item grants virtual Psi points equal to the character's current End score.

Aura Array Cost: Cr. 10,000.

Mind Switch Device

Available at TL 14+. This device exchanges the minds of two subjects, in the same way as the Tapping talent of Mind Switch. For the mind switch to be successful, the operator must throw Electronics or Computers 8+ to operate the device, with the Int DM of any unwilling participants acting as a negative DM for the skill roll.

The mind switch has a safe limit of a number of hours equal to the Effect of the machine operation roll, multiplied by the result of a 2d6 throw. If minds are not swapped back at the end of this time, both subjects begin to accrue 1 level of Psionic Trauma for each 6 hour period thereafter.

Mind Switch Device Cost: Cr. 250,000 (limited availability).

Mind Ships

Ships powered by the mind figure large in science fiction stories: Anne McAffrey's Helva (*The Ship Who Sang*) and M John Harrison's Seria Mau Genlicher (*Light*) being two obvious examples; there are many others – the Cylon Hybrid from *Battlestar Galactica* and the semi-psionic Mass Detectors from Larry Niven's *Known Space* series, for instance.

The Psionic Powers chapter includes the psionic rules for mind-powered ships in the form of the Ship Integration talent, whereby one or more psions can move a ship or augment drives, at both sub and supra light speeds. This chapter includes the essential information needed for adapting starships built using the *Traveller* rules (either the basic rules or *High Guard*) to support psionic integration.

Degree of Integration

The rules in *Traveller: Psions* assumes that, at the least, a psionic pilot will be highly integrated with the ship's architecture and systems. The reason for this is simple; even in small ships requiring just a single pilot, flying a starship is a complex business and rarely the responsibility of one person. Helm positions traditionally include a pilot and co-pilot, comms officer, sensors officer, astrogator/navigator and, sometimes, an engineering position. A psion can assume all these functions, handling them simultaneously, if he is integrated with the ship's systems. Drives, sensors, avionics, life support – all these functions can be controlled and monitored by a single mind, depending on the size and complexity of the ship.

However, in your campaign you may not want to have your psion umbilically connected with the ship; a simple neural jack may do the trick or perhaps the psion speaks, mind to mind, with a controlling AI. If so, then you can readily ignore some of the sections that follow; integrate psions the way you want to, to reflect the needs of your campaign.

Whilst a single psion could, feasibly, control a whole ship, from all the helm positions through to gunnery, it will put an enormous strain on that psion's capabilities – not least from the amount of Psi points needed to fuel the powers required. For this reason larger ships may have multiple psions, integrated to greater or lesser degrees, to share the workload and allow rest and regeneration. Integrated psions in particular are at risk of Psionic Trauma through rapid, continual use of powers and so it makes sense to have a relief psion and psions perhaps dedicated to a single task, to replace the additional crew members.

Drive and Powerplant Potential, Fuel

Using psions to either move or augment ship drives means that the usual requirements for drive and powerplant size and fuel storage, can be re-evaluated. Depending on how much the psion will be used to complement (or even replace) drives will mean that a lower rating powerplant and reduced fuel tankage is needed, to achieve the same performance as a ship without a psion complement.

The actual reduction in requirements depends on several factors:

- The Psionic Strength of the psion(s) in control of the ship.
- The performance desired.
- System redundancy: doing away with a Jump drive is all very well – but what if the psion is incapacitated or killed? The ship might not need as much (or any) fuel but even psions need to recharge.
- Net gains in terms of hull capacity if psions are used; reducing fuel, powerplant and drive requirements does not negate the fact that components such as a PIC (see below) are required. Will savings in one area be adequately compensated in another?

Much therefore depends on the ship design and desired performance. The potential gains in Jump capability and Thrust rating *might* not be great enough to offset reliance on conventional systems in terms of cost. On the other hand, the gains might be just what is required.

Mind Ship Components

The following components are available at TL14 and above. This is a guideline only; psion-enabled ships may have been developed at lower tech levels in your campaign. Not all of them are essential and again, campaign type will dictate what is required.

Psion Integration Chamber

A Psion Integration Chamber is the life support system and interface for an integrated psion pilot. It can be built directly into a ship's hull, at a reduced tonnage and cost but removing the integrated psion from it is a surgical procedure requiring specialist surgical knowledge and apparatus (Medic 3 or higher); or it can be modular, allowing the PIC to be moved from one ship to another. A PIC of one hull tonnage can be fitted to another within 100 tons either side; a 200 ton-calibrated PIC can fit a 100 ton and 300 ton ship, for example.

The PIC contains all the essential psionically calibrated instruments, interfaces and life support systems needed by the occupants. This includes video/audio feeds to the main bridge and connections to engineering and weapon systems, if that degree of engineering is required.

The tonnage of the PIC itself is 1% of the hull displacement, plus 1 ton for every 4 Psi Strength points the psion has. This supports a single psion occupant; if additional psion crew places are required in the same PIC, increase the PIC displacement by 0.5 tons, plus 0.5 tons for every 4 Psi Strength points the additional psions have.

If the PIC is built directly into a starship hull, it is fixed in place. Its displacement and cost is 25% less than the modular equivalent.

The PIC can be hardened against EMP attacks at an additional 10% of its base cost and hardened against psionic attacks at an additional 15% of base cost.

If a modular PIC is to be made ejection-capable, its tonnage must be increased by 10% to include the necessary ejection mechanisms; and, if the module is to have its own motive power, its tonnage must be increased to include M and J drives, plus a powerplant and fuel (although these components may not be essential if the psion provides all motive power or augments drive performance, thereby reducing the fuel requirement). Ejection systems add 3% to the cost and drives/powerplant costs are per the *Traveller Core Rulebook* and *High Guard* rules.

PIC Cost: MCr. 1 per ton.

Advanced K Interface

A PIC comes equipped with the standard psionic interface points required to integrate psion and ship. An optional extra is to invest in high-end, military-grade interfaces and circuits, known as K interfaces. K interfaces boost psionic talent performance, adding a DM to all psionic talents used directly through the ship (Ship Integration is the obvious talent but others can also benefit).

K interfaces are not costed on hull size because they are localised to the PIC or wherever the psion is located for his duties. Neither is a PIC necessary to support a K interface; it can be installed into a standard bridge array. The interface is hardened against EMP but cannot be hardened against hostile psionics.

A K interface will serve only one psion. It can be shared but if multiple psions are to benefit concurrently, then multiple interfaces are needed.

K Interface Cost: MCr. 0.5 per +1 to psionic talent skill (to a maximum of +6).

Standard Psion Helm Position

Only an integrated pilot requires a PIC. Psions occupying other helm or bridge positions need only the requisite, calibrated interfaces for their function. Each psion-enabled position adds a further 2% to the Bridge cost but produces no additional displacement.

Standard Psion Helm Position Cost: 2% of Bridge Cost.

K Vault

Available at TL 15+, a K Vault is a psionic battery, storing psionic strength energy that can be drawn upon by integrated psions to supplement their own Psionic Strength. A K Vault can only be used where a K interface has been installed and to be able to handle the energy draw, the psion using the battery must have Psi and Endurance totalling 16 or more. If the Psi + End is less than 16, then using the K Vault results in the psion suffering a level of Psionic Trauma for every 5 points drawn, if he cannot succeed in a Psi + End roll of 10+.

The K Vault discharges psionic energy in 'blocks' of 1, 3 or 5 Psi Points, the psion controlling how much is drawn and when, though they can never draw more than their maximum Psi points at any one time. It is common for most psions to rely on their own Psi reserves before drawing on the vault's but this is not a requisite for use.

K Vaults come in capacities of 10, 20, 50, 80 and 100 points at a cost of 1 MCr. per 10 points of storage. The Vault displaces a number of tons equal to 10% of its capacity.

The Psi points stored in the battery are generated by psions themselves during resting periods. When not actively using psionics, the psion can direct Psi points into the battery as they are regenerated at whatever rate he chooses.

K Vault Cost: MCr. 1 per 10 points of storage.

K Defence Grid

A defensive array, the K Defence Grid projects Psionic Strength points to form an energy shield that defends one particular facing or set of ship hit locations, from incoming energy and ballistic attacks.

The psion needs to use the Gunnery power of the Ship Integration talent and can power the Defence Grid with as many or as few Psi points as needed. Every 2 Psi points used in the grid offers 1 point of ship armour and it costs 1 Psi point to cover up to 3 Hit Locations. Therefore, to field 4 points of armour to cover 3 locations would cost 9 Psi points. For this reason, K Defence Grids are generally used when a K Vault is present.

The projector is a large, psionically calibrated device located in a well-shielded part of the hull. It displaces 5 tons and costs MCr. 10.

K Defence Grid Cost: MCr. 10.

Psion Stateroom

Kitted and equipped to promote rest, peace and silence – everything a weary psion needs to regenerate his energies, the psion stateroom is similar in size to a standard stateroom, with the same hull displacement. The room is fitted with psionically calibrated, mood-calming environment sensors, that promote the regeneration of Psionic Strength points. A psion using a psion stateroom commences Psi regeneration 1 hour after using a psionic talent and at the rate of 1.5 points per hour.

Psion Stateroom Cost: MCr. 1.

Ship K-Web

A K-Web uses the hull of the ship as a psionic interface, allowing the integrated psion(s) to draw on the power of everyone else within the ship, even if they are *not* psionic. Every individual has some latent psionic ability, producing minute amounts of Psionic Strength; in non-psions the energy is too low to be of any value but en-masse an integrated psion can gain benefit from it.

The K-Web is built into the fabric of the hull, with discreet sensors located in strategic points to detect, capture and channel Psionic Strength to the psion. The K-Web requires both a Psion Integration Chamber and K Interface to work correctly. Its machinery displaces 0.25 tons per 100 tons of hull.

The K-Web generates and channels, 1 Psi point for every 20 (non-psion) people aboard the ship. This is not a continuous activity as the process drains Psionic Strength from the crew and it takes the same length of time to regenerate the latent Psi points as for a psion. Psions can, if they wish, resist the K-Web's draw by rolling Psionic Strength + End 8+; alternatively, they can regulate how much Psionic Strength they donate – either be volunteering a certain number of points or agreeing an amount with the integrated psion who will benefit; the integrated psion then only draws the permitted amount.

Psionic Strength generated through a K-Web cannot be battery stored; it must be used immediately by the integrated psions. Any unused energy naturally dissipates.

Ordinarily, all non-psions are subject to the K-Web's draw but insulators, in the form of bracelets or headbands, can be made available which prevent latent Psionic Strength from being taken (for religious or ethical reasons, for instance). These insulators also protect psions.

K-Web Cost: MCr. 1 per 0.25 tons.

Time & Dimensional Machines

Whilst not, strictly speaking, psionic devices, machines that move through time or between dimensions have a place in this chapter owing to the time and dimensional manipulation talents described in the Psionic Powers chapter.

Time and dimensional travel-capable devices can either be standalone, dedicated vehicles, designed to perform only the one function or can be augmentations to an existing starship. It is up to the Referee to decide if any of these devices require a psion pilot with the appropriate talents to make full use of them.

Time Drive

A Time Drive is a specific drive designed to enable time travel for an existing vehicle, typically a starship. Like any other kind of drive it uses the existing powerplant for its function and displaces a certain amount of hull tonnage.

Instead of moving a vessel through space, the T drive moves it forwards or backwards through time. Its maximum period of movement (hours, days, months, years and so forth) depends on the drive code and the Hull Volume.

T Drive Costs

Drive Code	Tons	MCr.
TA	5	15
TB	10	25
TC	15	35
TD	20	45
TE	25	55
TF	30	65
TG	35	75
TH	40	85
TJ	45	95
TK	50	105
TL	55	115
TM	60	125
TN	65	135
TP	70	145
TQ	75	155
TR	80	165
TS	85	175
TT	90	185
TU	95	195
TV	100	205
TW	105	215
TX	110	225
TY	115	235
TZ	120	245

The T Drive Potential table indicates the maximum number of time increments the ship can achieve in a single time jump:

Increment Range	Increment
1	Rounds
2	Minutes
3	Hours
4	Days
5	Weeks
6	Months
7	Years
8	Decades
9	Centuries
10	Millennia

Thus, a 300 ton ship with a TF Time Drive could achieve up to increment 4 – days – backwards or forwards in time; with a TM drive, it could travel across all 10 increments; from Rounds up to Millenia.

The Fuel requirement for the drive is based on the size of the ship and the increment it wants to travel and is calculated as 0.05 x half tonnage x increment number. *Thus, a 300 ton ship wanting to move days through time, would require 0.05 x 150 x 4 = 30 tons.*

Dedicated fuel tonnage for a time machine must be factored into the total hull displacement tonnage and can be added to fuel allocated for J and M drives and the P plant. Note that the P Plant must have an equivalent or higher rating, to the T drive.

There is no limit on how far a time ship can move through time, as long as its movement does not exceed its incremental band.

Thus, a 300 ton, TF-equipped ship, can move up to:

1-10 Rounds
1-60 minutes
1-24 hours
1-7 days

It cannot move above 7days (even by a few seconds) as it has reached the limitations of its drive capability.

T Drive Potential

	100	200	300	400	500	600	700	800	900	1000	1200	1400	1600	1800	2000
TA	1														
TB	2	1													
TC	3	2	1												
TD	4	3	2	1											
TE	5	4	3	2	1										
TF	6	5	4	3	2	1									
TG	7	6	5	4	3	2	1								
TH	8	7	6	5	4	3	2	1							
TJ	9	8	7	6	5	4	3	2	1						
TK	10	9	8	7	6	5	4	3	2	1					
TL		10	9	8	7	6	5	4	3	2	1				
TM			10	9	8	7	6	5	4	3	2	1			
TN				10	9	8	7	6	5	4	3	2	1		
TP					10	9	8	7	6	5	4	3	2	1	
TQ						10	9	8	7	6	5	4	3	2	1
TR							10	9	8	7	6	5	4	3	2
TS								10	9	8	7	6	5	4	3
TT									10	9	8	7	6	5	4
TU										10	9	8	7	6	5
TV											10	9	8	7	6
TW												10	9	8	7
TX													10	9	8
TY														10	9
TZ															10

Piloting Time Machines

If the pilot of a time ship is a psion, then the Temporal Manipulation talent is the obvious candidate for the governing skill roll. If the character has both Pilot and Temporal Manipulation, the character can be assigned a rating of Pilot (Time Machine/Ship) 0.

Alternatively, non-psion characters can take Pilot (Time Machine/Ship) as a Pilot speciality when they gain the Pilot skill as part of their career progression.

The Effect of any Pilot (Time Machine/Ship) roll determines the accuracy of arriving at the destination time. An Effect of 4+ indicates that the ship arrives at precisely the time desired, whilst lower Effects indicate a margin of error either side of the desired time.

Adding a Time Drive to Smaller Vessels

As long as the hull of the vessel has the capacity to accommodate both the T drive and fuel, there is no reason why a Time Drive cannot be fitted to hulls of less than 100 tons.

Time Machine Options

Ambient Environment Cloak: This unit, available at TL14+, projects a holographic image around the time machine or time ship so that it better blends with its environment. The sensors in the cloaking device sample the local environment, including buildings, small structures, foliage/undergrowth and so on and provide the controller with a selection of images to project that will make the vessel less obtrusive.

The cloak displaces 10% of the hull tonnage and works from the installed power plant. The accuracy of the projected image is determined on an 8+ roll. The higher the Effect, the less attention will be attracted due to the vessel appearing to be incongruous. Note, though, that the cloak does not render the vessel invisible, nor can it optically reduce size. A 100 ton, cloaked time machine will still resemble a reasonable sized building, for instance; and a 2,000 ton hull will most likely always appear incongruous unless there are similar sized structures surrounding it.

Ambient Environment Cloak Costs: Cr. 250,000 per ton.

Time Cannon: The Time Cannon channels the time travel properties of a ship's T drive and directs them at an external target: in other words, an external target can be moved through time instead of the time ship.

The maximum increment is equal to the vessel's own time travel capability and the fuel used is the same as if the ship itself had completed the time jump. The time cannon can also not influence a ship of a greater hull tonnage than that of its own vessel – so a 200 ton time ship could not transport a 300 ton ship several hours back in time to avoid a conflict, for example.

A time cannon displaces 10% of the T drive's tonnage. It operates only at Short ship combat range.

Time Cannon Cost: MCr. 1 per ton.

Universal Apparel Fabricator: Available at TL 13+. This remarkable device manufactures clothing that forms an approximate match with that being worn by the indigenous peoples of the time period. The clothing synthesiser uses nano fabrics to create the apparel in designs and textures that pass for the real thing. It cannot fabricate armour or apparel that requires a technology component (such as a vacc suit) but everyday garb is well within its capabilities.

The fabricator hooks to the ship's visual sensors and requires a representative sample of current fashions to be able to extrapolate what will be appropriate. It also hooks into the ship's Library program and analyses historical databases to refine designs and styles. A catalogue of clothing is then presented on a holographic screen so that the wearer can choose his or her preferred style. Manufacture of the item takes between 10 and 60 minutes.

A standard fabricator can render a single set of clothes for up to four people (or four sets of clothes for one person) before its nano fabric cartridge needs to be replenished.

Universal Apparel Fabricator Cost: Cr. 750,000 (replacement cartridges Cr. 2,000 each).

Dimensional Vessels

Dimensional vessels are designed to move between parallel dimensions and, like time ships, the Referee needs to decide if the pilot needs to be psionically active and trained in the Dimensional Manipulation talent.

Every vessel needs a D drive and this occupies the same tonnage, with the same restrictions, as a T drive; so the T drive tables can be used to calculate the tonnage requirements and capabilities. However, the number in the T drive potential table indicates the maximum strength of dimensional barrier that the vessel can penetrate. Thus, a 300 ton vessel with a DF drive could pass through a barrier with a strength of 4 but not one with a strength of 5. See page 60 for strengths of dimensional barriers.

T and D drives can be fitted into the same hull, space permitting, although fuel requirements must be calculated and accommodated separately. Note that the P Plant must have an equivalent or higher rating, to the D drive (and any other drives, if present).

Dimension Ship Options

Barrier Locator: This device locates potential rifts between dimensions and assess the strength of the barrier. Rifts are successfully located on a roll of 8+, with a +1 DM for each level above TL12 of the installed locator. The locator is a sensor array displacing 0.1 tons and is often installed as part of a standard sensor array.

Barrier Locator Costs: Cr. 750,000.

Internal Relative Dimensional Adjustor: By harnessing the malleable nature of dimensional physics, this device allows the internal capacity of a vessel to vastly exceed its external capacity. The maximum increase in capacity is 50%, so a 300 ton external hull could have an internal capacity of 450 tons.

The IRDA displaces 2% of the original hull's volume and needs to draw on the power plant for continuous operation. If the P plant is interrupted, then the dimensional adjustment field collapses – which may have catastrophic results for the occupants of the ship.

IRDA Cost: MCr. 10 per ton.

PSION TRAVELLER

Name: _____ Character Sheet

Age: _____ **Race:** _____

Homeworld: _____ **Racial Traits:** _____

Psi Points

Characteristics

Strength		Intellect	
Mod		Mod	
Dexterity		Education	
Mod		Mod	
Endurance		Social	
Mod		Mod	

Psionic Strength

Talents and Powers

Skill Level:

Psionic Trauma

Finances

Pension

Debt

Cash on Hand

Monthly Ship Payment

Equipment

Equipment	Mass

Weapons

Range Modifiers

Weapon	Attack	Damage	P	C	S	M	L	VL	D	Notes

Career History

Career	Branch	Events	Rank	Title

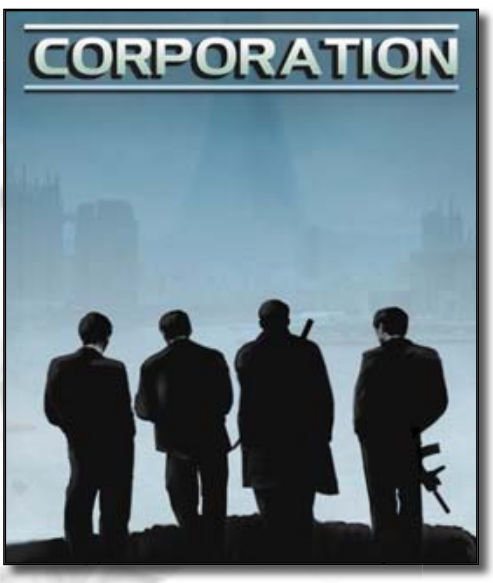
Allies, Contacts, Enemies, Rivals

Phobias and Mental Conditions

INDEX

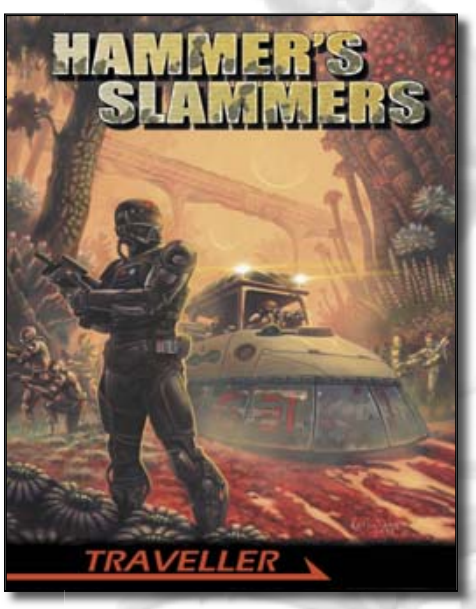
Advanced Psionic Talents 5
Advanced Talents 59
Aura Perception 60
Awareness 58
Basic Psionic Talents 5
Basic Talents 56
Clairvoyance 57
Contents 1
Core Psionic Rules 4
Credits 1
Dedicated Psion Agency 13
Degree of Integration 89
Dimensional Manipulation 60
Dimensional Vessels 94
Drugs 83
Energy Kinesis 61
Enhancers 84
Handling Temporal Paradox 71
Insanity 73, 78
Inter-Dimensional Agency 45
Latent Psionic Potential 7
Machine Symbiosis 63
Mental Instability 73, 75
Mind Blast 66
Miscellaneous Equipment 87
Mystical Order 10, 51
Mystical Order Psionics Approach 10
Neutralisers 84
New Skills 54
Paradox Adjustment 71
Personal Enhancement 64
Phobias 78
Physical Disability 12
Piloting Time Machines 92
Projection 64
Psionics Institute 9
Psionic Attack 65
Psionic Defence 66
Psionic Institute 9
Psionic Mentor 11
Psionic Training 7
Psionic Trauma 73
Psion Agents 17
Psion Army 20
Psion Drifter 23
Psion Navy 26
Psion Rogue 29
Psion Scholar 32
Psion Scouts 35
Psion Spacefarer 48
Regeneration 58
Tapping 68
Telekinesis 57
Telepathy 56
Teleportation 59, 86, 87
Temporal Agency 42
Temporal Manipulation 69
Testing for Psionics 4
Treating Psionic Trauma 74
T Drive Potential 93
Underground Psion Network 39
University 9
Using a Psionic Talent 6
Vehicles 86
Weapons 84

Spanning the entire First World War, Age of Dreadnoughts is a complete naval miniatures game based on the hit Victory at Sea rules system. Now you can play out these confrontations on the tabletop with entire fleets drawn from the Royal Navy's Grand Fleet, the Kaiserliche Marine's Hochseeflotte or any one of the many other nations featured. From skirmishes involving single cruisers hunting down merchantmen and surface raiders to the clashing of fleets against implacable enemies, Victory at Sea: Age of Dreadnoughts is your gateway to exciting battles that take place in the on the oceans of the Great War.



Corporation is a roleplaying game set against a backdrop of Corporate domination. Based in 2500 you take on the role of a biomechanically augmented Agent executing the will of your Corporation.

You have been trained, honed and upgraded beyond anything previously imagined, but you're going to need it as you negotiate, fight, steal and murder in the name of the Corp.



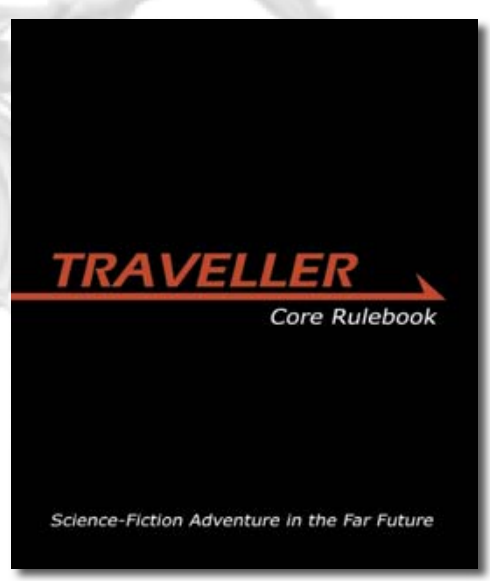
Based on the novels and short stories of David Drake, Hammer's Slammers is a brand new setting for the Traveller roleplaying game. Players will take the part of tank crews and specialists within the best known and most capable mercenary unit in the galaxy! This full colour hardback is packed full of the history of the Slammers, the weapons, vehicles and tactics they use, new careers – all rounded off by a series of missions to get you started. With all vehicles created using the Traveller Vehicle Creation System, this book is guaranteed to be fully compatible with every other Traveller book, allowing you to mix and match supplements as you desire!

Released June 2009

Traveller is back, and it is better than ever!

Based on the Classic Traveller rules set, this book has been streamlined for modern roleplaying, and yet still retains that unmistakeable Traveller aura. With complete rules for character and world creation, spaceships, encounters and trading, it is your gateway into new universes.

The Traveller Main Rulebook is the cornerstone of all your Traveller games, to be expanded upon with core supplements such as Mercenary and High Guard, or used with different settings like Strontium Dog, Hammers Slammers, Judge Dredd and, of course, the Original Traveller Universe.

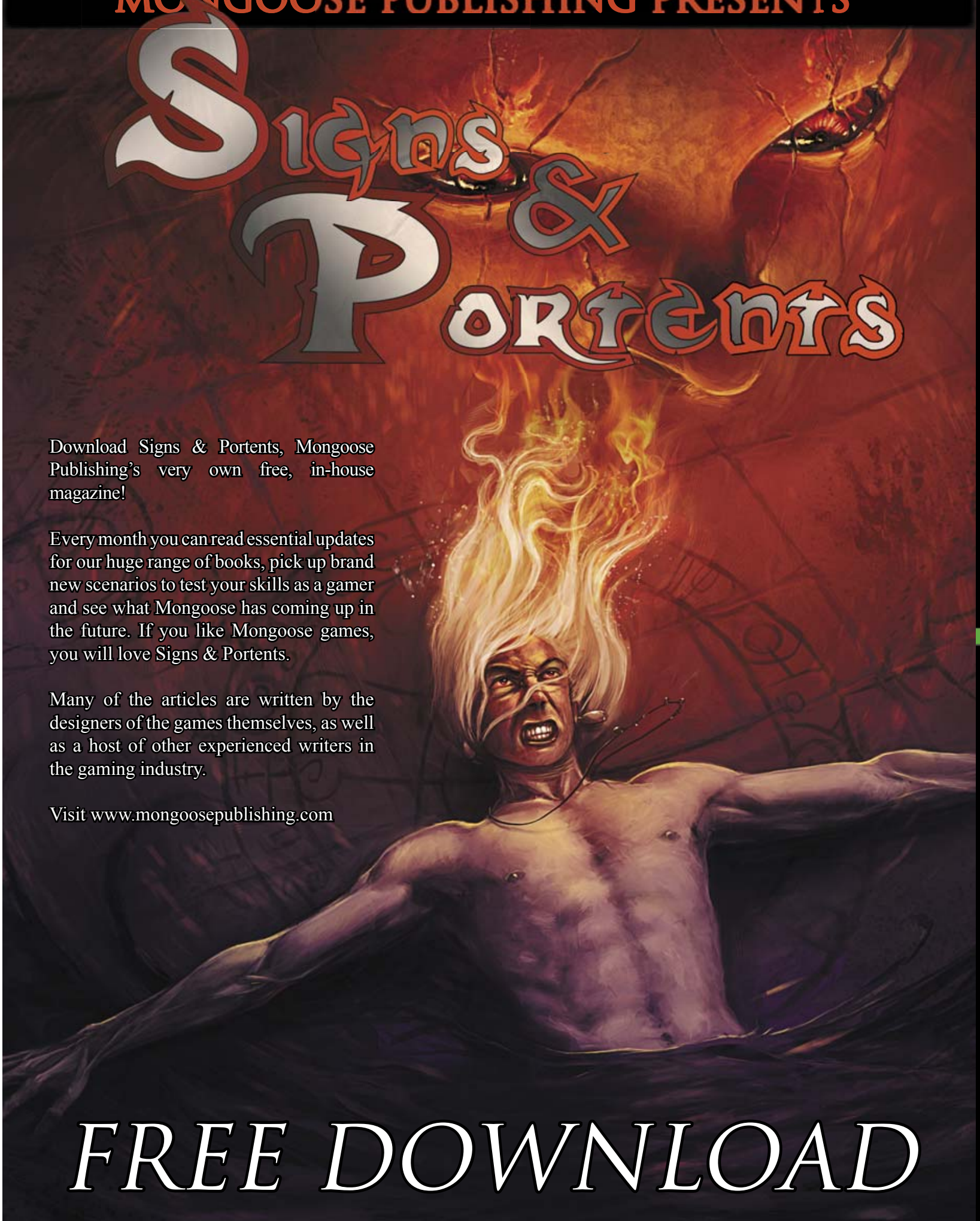


Available from

MONGOOSE PUBLISHING

www.mongoosepublishing.com

MONGOOSE PUBLISHING PRESENTS



Download Signs & Portents, Mongoose Publishing's very own free, in-house magazine!

Every month you can read essential updates for our huge range of books, pick up brand new scenarios to test your skills as a gamer and see what Mongoose has coming up in the future. If you like Mongoose games, you will love Signs & Portents.

Many of the articles are written by the designers of the games themselves, as well as a host of other experienced writers in the gaming industry.

Visit www.mongoosepublishing.com

FREE DOWNLOAD

Book 4:
Psion

The powers of the mind offer huge rewards but also great risk for Travellers. Traveller: Psion offers a detailed investigation of psionics, with vastly extended options for psion careers, testing and training in psionic capability, new talents and powers, new equipment, and rules for integrating psionic characters with starships. Traveller: Psion also introduces guidance on time and dimensional travel, with new career options for creating agents of temporal and dimensional organisations and an examination of how psionic effects are used in manipulating the fabric of time and alternate realities. You will also find within this book career opportunities for mystics and psionic renegades, along with options that can be integrated into any standard psion careers.

Traveller: Psion – its all in the Mind...

US $24.95

MONGOOSE PUBLISHING

MGP3814

ISBN 978-1-906508-26-5

9 781906 508265